System 7
... details inside

of Winter reading!

64 Pages

AUSOM—General Information

(Apple Users Society Of Melbourne Incorporated)

● Contributions:

Editorial contributions and letters to the Editor are welcome and can be sent to: (send advertising to Ivan Nagy—see below)

> Nick Gammon, P.O. Box 124, Ivanhoe 3079

Articles may be uploaded at any time of day to the Editor's Bulletin Board—telephone (03) 497 1283 (baud rates supported—300/1200/2400 baud).

Articles submitted on disk (**3.5 inch Mac, 3.5 inch/5.25 inch Apple //, or 3.5 inch MSDOS**), preferably in text format, with hard copy print-out, or by telephone to the Editor's Bulletin board, will be given preference over typed or hand-written copy. Articles, or advertisements, submitted in hard copy only, or by voice over the telephone cannot be guaranteed inclusion in the next issue.

● General correspondence:

(subscription renewals, software orders, AUSOM business) to:

> The Secretary, AUSOM Inc.,
> P.O. Box 49, Burwood 3125

[Send newsletter contributions, or "letters to the Editor" to the Editor (address at top of column), and advertisements to advertising co-ordinator (Ivan Nagy—phone number given below)]

● Meetings:

Are held in the VICTRACC Centre and Lecture Theatres at Victoria College, Burwood Highway, Burwood (Melway, Map 61, B6) on the first Saturday of each month, except January, at 1:15 pm.

● Membership Enquiries: 560 3327

● Advertising:

Please direct enquiries about advertising to:

> Ivan Nagy — 555 4074 (9 am to 6 pm)

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● Production information:

See inside back cover.

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● Special Interest Group (SIG) Co-ordinators' telephone numbers

(ring between 7 pm and 9 pm only, please)

Committee of Management

President:	Peter Szabo (business hours):	..605 1777
Vice President:	Hayden May	FAX: 887 8185
Secretary:	Alex McKenna	560 3327
Treasurer:	Bill Gunther	807 6451
Ordinary Member:	Peter Garwood	544 0740
Ordinary Member:	Robert Pascale	478 9644

Meeting Rooms

Meeting Rooms:	James Clough	592 3450

Editor

Editor:	Nick Gammon	499 4927

Software Library

Apple // Software:	Peter Garwood	544 0740
Apple //GS Software:	Michael Levine	857 5727
Mac Software:	Eva Eden	347 4495
	Gary Jameison	458 4951

Bulletin Boards

BBS—Up to 2400 baud:	(Mac and Apple //)	587 4194
BBS—Up to 9600 baud:	(Mac and Apple //)	587 4360
SYSOP:	Ross Sheehy	
Editor's bulletin board:	(24 hours)	497 1283

SIGs

SIGs Co-ordinator:	Robert Pascale	478 9644
Apple // Beginners SIG:	Robert Pascale	478 9644
Apple II SIG:	Nick Pyers	593 1223
Apple IIGS SIG:	Stephen Davidson	459 0036
Apple IIGS Beginners SIG:	Philip Richardson	836 7710
AppleWorks SIG:	Peter Szabo (business hours):	605 1777
Book Library:	Graham Spendlove	232 6829
	Rod Marrow	(059) 96 2751
	Wendy Presta	795 5844
	Robyn Roberts	354 3097
BUG-CP/M SIG:	Bill Saggers	232 6968
	John van der Wyk	
Catering:	Mrs. Young	877 2813
Communications SIG:	Stuart Young	877 2813
Mac Beginners SIG:	Des O'Brien	870 2981
MacBoard SIG	Ross Bencina	870 0084
Mac Forum:	David Turk	534 5436
Mac Programming SIG:	Robert Dorning	489 4298
PUG SIG:	Michael Stringer	889 0625
Youth & Adventure SIG:	Daniel Huang	419 2412

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● 24 Hour Answering Service:

It would be appreciated if calls are made to Committee members only between 7 pm and 9 pm. For those who have an urgent request AUSOM has installed an answering service, the phone number is **560 3327**. Please, do not hang-up when you receive the recorded message, instead leave your brief message, and your call will be given the earliest attention.

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Copy Deadline
for
August issue:
Friday,
July 12th

Note that some meeting/deadline dates have changed since the start of the year. Please consult the latest "meeting/deadline" listing on page 57 for up-to-date information.

Contributors—

To ensure that your article or advertisement has a good chance of appearing in the next issue, please submit it well in advance of the deadline date. Articles or advertisements not supplied on disk (or on the bulletin board) are unlikely to be published in the next issue. The newsletter is produced to a tight deadline—page allocation for each article is done directly after the deadline date. Please do not submit advertisements or articles in ALL CAPITALS as these are time-consuming to fix, and may not appear in the next issue.

Unsigned (anonymous) letters or articles will not be published.

Nick Gammon

Editorial

AUSOM continues to grow ...

As a result of the favourable publicity generated by Charles Wright's column in "The Age" Green Guide, we now have another 200 members of AUSOM.

Welcome to our new members, on behalf of the committee and members of AUSOM.

System 7

Further details about System 7 are now coming to hand. Although not officially available in Australia at the date of printing (projected release date is about June 16th), I have managed to obtain a copy of the US version, and my preliminary report appears on pages 7 to 9 of this issue.

As for reliability, I have produced this issue of AUSOM News using System 7, with no more problems than I usually have.

Largest issue ever

This issue of AUSOM News is 64 pages (60 "white" pages, plus 4 pages of Computational Chronicles in the middle). This is the biggest since I have been editing it, and I believe the biggest it has ever been.

I cannot take any credit for its size myself, the magazine is a tribute to the interest and enthusiasm of our membership, who continue to send in many interesting articles every month.
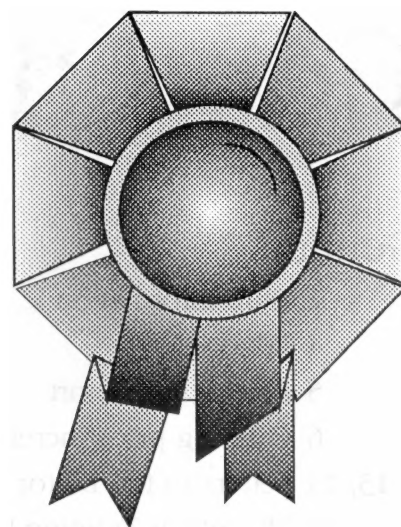
Home-grown article

Our new members may not realise it, but AUSOM News has completely local content. We do not reproduce articles from other magazines. This means that the authors are local Melbourne (or Victorian) residents in most cases. These are people you can meet and talk to at the monthly meetings.

Of course, any member is welcome to send a contribution if they have an interesting tale to tell, or product to review.

Peter Szabo

REPORT

from the President

The Bulletin Board Is Now Upgraded

By the time you read this, the upgrade to the AUSOM Bulletin Board will have taken place. There are four telephone lines to access it, so the past delays should be exactly that—a thing of the past. Hopefully, a lot of new users will be trying out the Board, and adding their messages for all to consider.

When on line, try to keep your time to a reasonable limit. By all means explore what the board has to offer, but bear in mind other club members also want to use the facility. Several members will shortly be working on automated routines for the most commonly used software packages to help alleviate the potential problem.

The communications SIG did not quite turn out how I expected! Having finished my third presentation in a row, I wandered off to E2 to have a (relatively) quiet time tinkering with individuals and communications packages. Well, I arrived to a room full of people expectantly waiting for—another presentation! Quickly retreating to collect my trusty turbo-charged IIc and relocate the DataShow, the show did go ahead, if after a short delay.

The interest in the Board is most reassuring. The club will now probably go ahead with bulk purchases of modems. Disk librarians will stock communications software. This month, the communications SIG will be extended. Please note, there will be no mass demonstration of the BBS. The object of the SIG is to allow small groups to have more "hands on" treatment by the

supervisors. We will show you how to log on with your machine. If you cannot get your computer and software to work, bring it along. We will have a IIc, a IIGS and a Mac plus available. You won't need your monitor, just the computer/keyboard and software,

Ross Sheehy, the SYSOP, has advised the Committee of Management that he is committed to working with the BBS for five years. Now that is dedication! Thanks Ross. Lets get behind this project. Ross will come along to AUSOM meetings in future as seen appropriate to "make himself known" and to demonstrate new features on the BBS as they come on stream.

Quo Vadis AUSOM

The translation is "Where am I going, AUSOM. Well, not good grammar, but a relevant question. The Committee of Management is soon to meet to specifically consider suggested restructuring of monthly meetings. The object is to get more out of Saturdays. However, the danger may be that we lose sight of what most members want from the club. I was speaking recently to someone critical of what the (Messy Dos based) PC Users Group were doing. He suggested that they had lost their direction, by trying to do too many "high level" things. Most members, he said, wanted to simply be reassured that they are using their computers for the right sort of thing.

Is he right? Just what do you members want from the club? I think we must cater for a broad spectrum, but a significant emphasis must be to "get back to basics". My personal feeling is that the monthly meeting is very largely to facilitate members finding out about

other members and what they are doing. To rigidly structure the afternoon may change the "atmosphere" AUSOM has at the moment, which is very lively. Membership has boomed since we started the Green Guide advertisement. Software sales have hit an all time high. The Bulletin Board has been upgraded. The club is financial, and the Committee of Management will be looking to improve club facilities—library, overhead projectors, computers for demonstration purposes and the like.

The club can also assist in subsidising off site education sessions. For example, 4 Wednesday nights on Word processing on a Mac for a couple of hours at a time with a professional teacher. Cost to members could be kept to a minimum by subsidy. These initiatives are being considered, and some members have already indicated their willingness to assist. Thanks to those. The shareware bank looks more like becoming a reality, thanks to the healthy growth of the club. Jim Fraser from the Tasmanian Apple Users Club contacted me recently to urge us to push this initiative along.

AUSOM is the biggest Apple club in this country. The ANZ bank marketing section recently approached me asking if the club would be willing to test computer software for personal banking. Why not? They just might get it right with our input! There are vast resources in the club, waiting to be tapped. People need to know we are here. Also, as we get bigger, we become a more attractive "cartel" for retailers.

Maurie Eason

Exploring the Universe on a IIGS

Catering Price Increase

Astronomy was a subject I'd shown some interest in from high school science and from the clear night sky seen in childhood days in the Mallee. Halley's Comet in 1986 rekindled an interest, and I'd noticed the public domain astronomy programs mentioned in Incider a few years ago. However Astronomy 3 from the IIGS disk library really started my first real trek into the universe.

It's very easy to get started—just boot it up from the desk top of GSOS 5.02 or later and you can explore the menus and look at the night sky in the many different views that are available on the disk. However once you get past the initial gee whiz part and start serious studies there's a few pitfalls.

First print out the instructions. Although you can read them on the screen it's best to take a copy to your easy chair to read in detail. I suggest you print it using AppleWorks and 17 cpi font with minimal margins—even then it's seven pages long. Having got some understanding then set up your location and time.

This can be a little tricky. For example I thought I had it set up correctly until I noticed the sun rising and setting times (under the Data menu) seemed incorrect. When I checked sun, moon and planet rising and setting times against those listed in The Age weather map section I found large discrepancies. There were two reasons.

First was the location (under the File Menu). Longitude—ensure you enter the longitude in decimal Degrees (not as degrees/minutes/secs). As Michael Levine's preamble to the on-disk instructions states, Old Melbourne Observatory is 144.97 degrees E. And don't forget to mark the East button on the menu. Similarly the Latitude is 37.83 degrees for Melbourne and don't forget to mark it South as the program doesn't accept a minus in front of the number.

The time zone is 10 hours (from Greenwich). Again a minus is not accepted and since the instructions say the American time zones are positive I was puzzled. However 10 gives the right results so I assume the program interprets which side of Greenwich we are by the Latitude input. On my disk there were errors in both Latitude and Longitude—whether on the disk originally, or a mistake by me I'm not sure. Regardless, just make sure you have the correct decimal degrees, and are in the correct hemisphere—it makes a big difference!

Second—there's a trap in setting the time. As the instructions say in the fine print "During the months where daylight saving is normally in effect DST will be selected by default at boot time, and vice versa." Of course this is set for U.S.A. and allows an hour daylight saving in (roughly) May—August! You need to click this OFF each time you boot up—and conversely in our summertime you'll need to click it ON.

As a last warning, when you print in black and white, contrary to the notes it does not print the inverse of the screen image, but prints white stars on a black sky. This does not do your printer ribbon any good at all. However when you choose the print-in-colour option it prints black stars and coloured planets, moon and sun on a white background.

These issues aside, it really is an impressive tool for looking at the night sky. If you want to understand astronomy better, then this is a great way to do it. I've just had a look at the transit of Venus from Tahiti on 3rd of June 1769 (the main reason for Captain Cook's voyage to our land). All it takes is the correct time, latitude and longitude settings.

Due to the rising costs we regret to announce that as from July 6th. the cost of a can of Soft Drink will be $1.00, and that a cup of tea/coffee will be 50 cents.

However the good news is that the cost of EATS will remain the same—

```
Sausages ......50 Cents
Doughnuts .....70 Cents
Cake .........50 Cents
```

We sincerely hope that you will continue to Support our Fund Raising activities despite the increases.

If you are collecting the yellow and green Coles New World dockets to help us obtain a computer for our Intellectually Disabled Students, would you please hand them to any of the helpers in the Catering Corner, or post them to—

```
Burwood East S.D.S.
Manooka St.
Burwood East. 3151
```

Nick Gammon
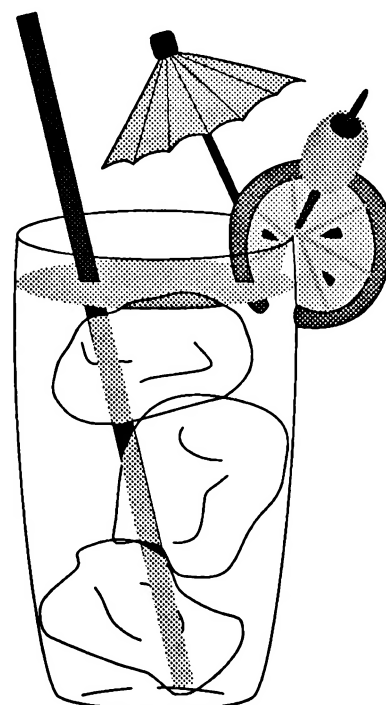
System 7—what it offers ...

Over the next few pages are some screen dumps and descriptions which attempt to give a demonstration of what System 7 offers to the Mac user.

The screen dumps have been done in black–and–white, because AUSOM News is printed in one colour. Users of colour Macs will find that the icons and windows have a very attractive 3-dimensional look.

The Apple Menu

Manu users will be pleased that they no longer have to use that rather obscure program: "Font/DA Mover"!

Under System 7, items are moved to or from the Apple menu by simply copying them into (or out of) the Apple Menu Items sub-folder under the System Folder. You can also launch desk accessories by just double-clicking on them, the same as launching an application. You can also put your favourite programs directly into the Apple menu by copying them into this folder, as in the example below.
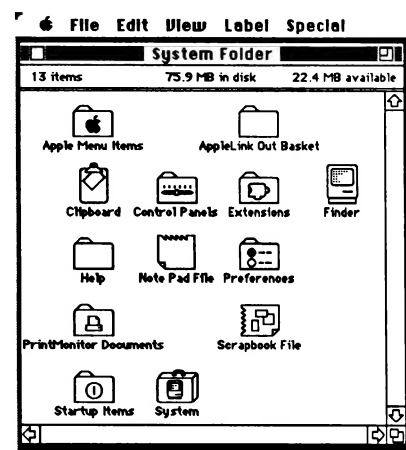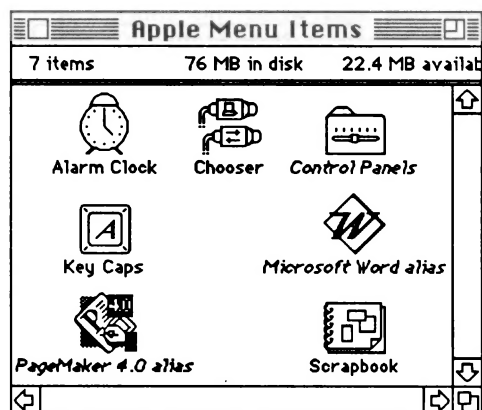
The System Folder

The System Folder is better organised, with many files being placed in appropriate sub-folders.

When you copy an item into the system folder (such as a desk accessory) the Finder informs you of the correct sub-folder for that type of item, and automatically puts the item into the correct sub-folder.
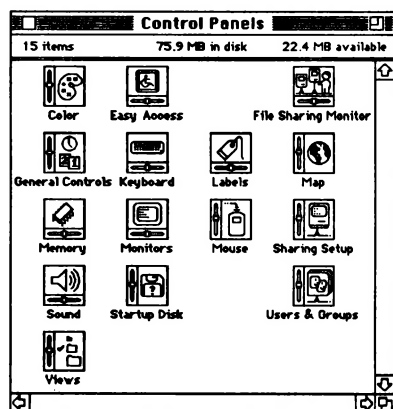
Control Panels

Control panel items are also invoked by double-clicking on them inside the Control Panels folder.

The File Menu

The Finder's File Menu looks similar to the old one, however it now has a "Sharing" item (in case you have set your Mac up as a file server), a "Make Alias" item (to make program aliases), and "Find" and "Find Again" items, so that the Finder can really "find" a file for you.

File	
New Folder	⌘N
Open	⌘O
Print	⌘P
Close Window	⌘W
Get Info	⌘I
Sharing...	
Duplicate	⌘D
Make Alias	
Put Away	⌘Y
Find...	⌘F
Find Again	⌘G
Page Setup...	
Print Desktop...	

File Sharing

Any Mac can now act as a "file server", making programs or folders available for sharing over an Appletalk network. You just have to enable folder or program sharing (see below) from the Control Panel, and then choose "Sharing" from the File Menu to share folders or programs. Folders which are available on the network are identified by a "cable" going into their icon (see right).

Exchange ƒ

Sharing Setup

Network Identity

Owner Name: Nick
Owner Password: [   ]
Macintosh Name: Nick's Macintosh

File Sharing

Status
[Stop]   File sharing is on. Click Stop to prevent other users from accessing shared folders.

Program Linking

Status
[Stop]   Program linking is on. Click Stop to prevent other users from linking to your shared programs.

Exchange ƒ

Where: Internal HD:

☒ Share this item and its contents

		See Folders	See Files	Make Changes
Owner:	Nick ▼	☒	☒	☒
User/Group:	Other Macs ▼	☒	☒	☒
Everyone		☒	☒	☒

☐ Make all currently enclosed folders like this one
☒ Can't be moved, renamed or deleted

Balloon Help

Balloon help is an option which can be turned on by an icon on the right-hand side of the screen. When active, little balloons pop up whenever the mouse pointer is over an item that has help information defined for it. Most of the control panels and desk accessories shipped with System 7 have balloon help built-in, so learning how to use them is very easy (see right).

Virtual Memory

Provided you have a Mac with a PMMU (memory control) chip, you can enable virtual memory, which gives your Mac more apparent RAM than it really has.

You need plenty of hard disk space to make proper use of this feature, because you need to allocate enough hard disk for the entire address space (in the example on the right, 13 Mb), not just the "extra bit" that virtual memory will be giving you.

Memory

Disk Cache
Always On   Cache Size   [768K]
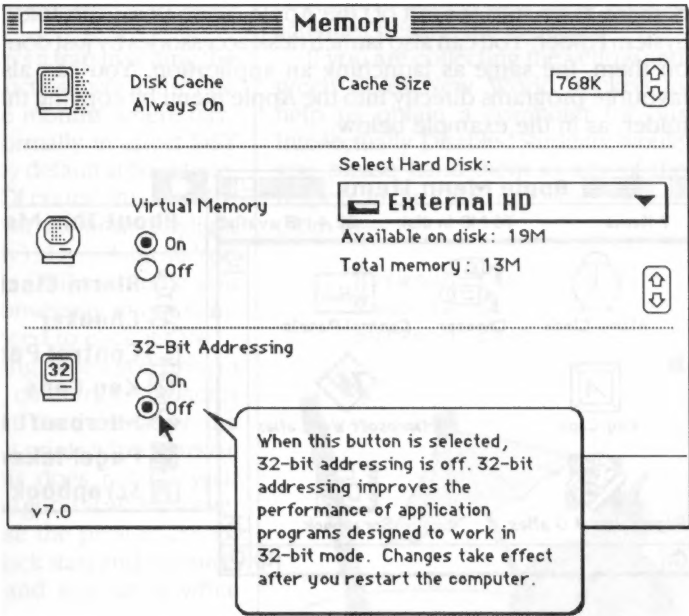
Select Hard Disk:

Virtual Memory   [🖴 External HD ▼]
◉ On   Available on disk: 19M
○ Off   Total memory: 13M

32-Bit Addressing
○ On
◉ Off

When this button is selected, 32-bit addressing is off. 32-bit addressing improves the performance of application programs designed to work in 32-bit mode. Changes take effect after you restart the computer.

v7.0

Find

The "find" item on the Finder's File menu gives you the ability to find files under many criteria. The simplest one is to find a file whose name contains a nominated string, but the various pull-down menus offer other options, such as files greater or less than a certain size, created/modified before/after a certain date, specified file types, and so on.

Find

Find and select items whose

[name ▼] [contains ▼] [screen clip]

Search [✓ on all disks   ☐ all at once]

[Fewer Cho   on "Internal HD"
             on "External HD"   Cancel] [Find]

             on the desktop
             the selected items
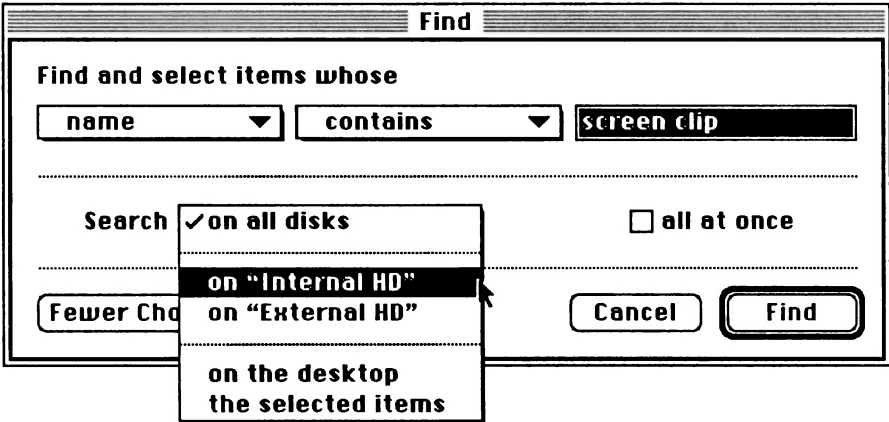
Folder Management

The Finder now provides much more flexibility in managing/viewing folders.

By using the "Views" control panel (see below right) you can control what items appear in folder views, and whether or not folder sizes are to be displayed.

This latter feature is very handy for quickly reviewing the sizes of sub-folders when you are attempting to find why your hard disk has filled up (this happens to me a lot!). See example display below left, based on the folders I use when editing AUSOM News.

```
===============  AUSOM News  ===============
8 items          76 MB in disk      22.3 MB available
..................................................
   Name                    Size   Kind
  ▷ □ Carried fwd            4K   folder          ⇧
  ▷ □ July 91            4,108K   folder
  ▷ □ June 91            3,142K   folder
  ▷ □ Letters etc.         374K   folder
  ▷ □ Logos etc.         2,200K   folder
  ▷ □ May 91             3,302K   folder
  ▷ □ Misc items           788K   folder
  ▷ □ New files             20K   folder          ⇩
```

```
===============  Views  ===============

Font for views:    Geneva          ▼    9 ▼

┌─ Icon Views ─────────────────────────────────┐
│  □ □ □ □   ● Straight grid                    │
│                              □ Always snap to grid │
│  □ □ □ □   ○ Staggered grid                   │
└──────────────────────────────────────────────┘
┌─ List Views ─────────────────────────────────┐
│    ◈      ◈      ◈         ⊠ Show size        │
│                           ⊠ Show kind        │
│    ●      ○      ○         ⊠ Show label       │
│                           ⊠ Show date        │
│  ⊠ Calculate folder sizes  □ Show version     │
│  ⊠ Show disk info in header □ Show comments    │
└──────────────────────────────────────────────┘
```

When in folder view, you can also display the contents of sub-folders by clicking on the diamond shapes on the left.

If they are pointing downwards, then the contents of that folder is displayed as well.
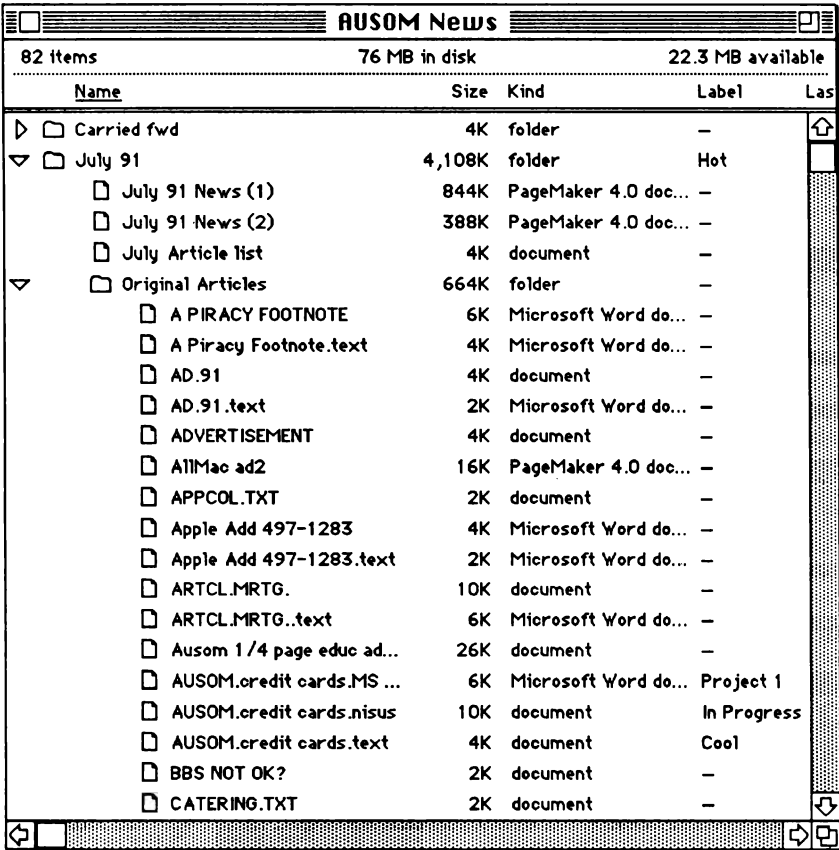
You can change the view (from Name to Kind for example) just by clicking on "Name" or "Kind" in the heading.

By clicking on "Show disk info in header" (top right-hand corner of this page) you can also see an item count, and amount of free disk, even when viewing by name.

Files can be labelled by using the Label menu under the Finder. You can then sort by label (for example, label all advertisements with one label).

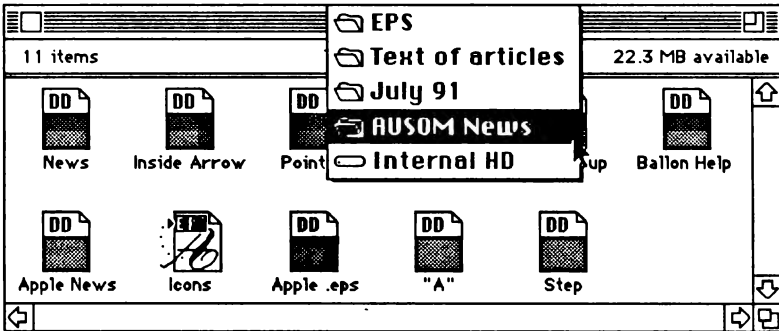The meanings of labels can be changed by the Control Panel.

On a colour Mac, each label can have a different colour. The colours can be customised too.

```
========================  AUSOM News  ========================
82 items              76 MB in disk              22.3 MB available
..................................................................
    Name                      Size   Kind             Label      Las
  ▷ □ Carried fwd               4K   folder            –          ⇧
  ▽ □ July 91               4,108K   folder            Hot
       □ July 91 News (1)      844K   PageMaker 4.0 doc... –
       □ July 91 News (2)      388K   PageMaker 4.0 doc... –
       □ July Article list       4K   document          –
  ▽     □ Original Articles     664K   folder            –
          □ A PIRACY FOOTNOTE    6K   Microsoft Word do... –
          □ A Piracy Footnote.text 4K Microsoft Word do... –
          □ AD.91                4K   document          –
          □ AD.91.text           2K   Microsoft Word do... –
          □ ADVERTISEMENT        4K   document          –
          □ AllMac ad2          16K   PageMaker 4.0 doc... –
          □ APPCOL.TXT           2K   document          –
          □ Apple Add 497-1283   4K   Microsoft Word do... –
          □ Apple Add 497-1283.text 2K Microsoft Word do... –
          □ ARTCL.MRTG.         10K   document          –
          □ ARTCL.MRTG..text     6K   Microsoft Word do... –
          □ Ausom 1/4 page educ ad... 26K document      –
          □ AUSOM.credit cards.MS ... 6K Microsoft Word do... Project 1
          □ AUSOM.credit cards.nisus 10K document      In Progress
          □ AUSOM.credit cards.text  4K document        Cool
          □ BBS NOT OK?          2K   document          –
          □ CATERING.TXT         2K   document          –       ⇩
```

Who are my parents?

By command-clicking on the title of a Finder window, you can see the names of the enclosing folders (see right).

You can also navigate through a folder by using the keyboard (arrow keys), or by typing part of the file name. (For example, typing "App" would select "Apple News" on the right.

```
======  EPS  ==========================
11 items     ⊡ Text of articles    22.3 MB available
             ⊡ July 91
  ▢ DD       ▢ DD   ⊡ AUSOM News          ▢ DD   ⇧
             □ Internal HD
  News     Inside Arrow  Point         up    Ballon Help

  ▢ DD       ▧       ▢ DD     ▢ DD      ▢ DD
  Apple News  Icons   Apple .eps  "A"      Step      ⇩
```

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512k to 2Mb	$499
512k to 4Mb includes fan	$799

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If you own a 128k or 512k call us for advice on a Mac Rescue.
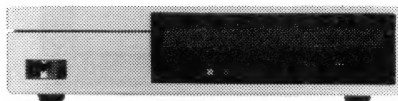
MAXCESS 44Mb REMOVABLE DRIVE
inc 1 Syquest cartridge, SCSI Director
PRO plus cables. Tax inc $995

Whats latest about these drives? They have the new low profile Quantum chambers, for low weight and power consumption, with the renowned Quantum Speed and reliability. Add to this a fully shielded 110 - 250v self seeking power supply, a quiet fan, Norton Utilities* and the new standard in formatting software, SCSI Director Professional. And you have the latest in hard disk storage for your Macintosh. That's whether you choose the portable with its own carry bag or the Classic footprint size drive for your desktop. All this at a great price for a quality product with heaps of extras. What more could you ask for.
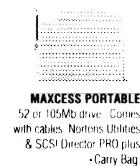
MAXCESS PORTABLE
52 or 105Mb drive. Comes with cables. Nortons Utilities & SCSI Director PRO plus - Carry Bag
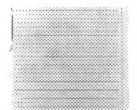
MAXCESS CLASSIC FOOTPRINT
52 or 105Mb Drive Comes with Nortons Utilities Cables & SCSI Director PRO

$795

52Mb Portable or
52Mb Classic Foot Print
External Drives.

PRICES INCLUDE TAX

PORTABLE HARD DISKS inc Norton's, SCSI Director & Cables.

52Mb Maxcess Quantum with Carry Case	$ 795
105Mb Maxcess Quantum with Carry Case	$ 1095

EXTERNAL HARD DISKS inc Norton's, SCSI Director & Cables.

52Mb Maxcess Quantum	$ 795
105Mb Maxcess Quantum	$1045

INTERNAL QUANTUM DRIVES inc SCSI Director.

52Mb for any current Macintosh	$ 675
105Mb for any current Macintosh	$ 895

*Nortons Offer only for External and Portable Maxcess Drives.

Authorised Reseller

IC Technologies 556 Glenferrie Road Hawthorn Vic. 03 818 3700

IC TECHNOLOGIES

Alex McKenna

Late breaking news ...

about using System Software Version 7.0

This article provides some tips for working with system software version 7.0. We recommend that you briefly review this article now so that you can refer to it while you are using System 7.

Before you begin using System 7, make sure to use the Compatibility Checker in the stack called Before You Install System 7 (contained on the Sniffer disk, available from the Mac Software Librarian). The Compatibility Checker looks at your software and reports whether it is compatible with System 7.

Some of the following information may not apply to you, especially if you are new to the Macintosh. However, these tips may be valuable if you're experiencing problems with System 7 or if you're looking for ways to use System 7 more efficiently.

Using 400K Floppy Disks

You can use files on 400K disks with System 7. You cannot rename the disk, and you cannot see folders on the disk.

Startup Documents (INITs)

Startup documents, also called INIT's, are system files that add special capabilities to your Macintosh. In System 7, these programs are called system extensions.

In System 7, these programs are usually stored in the new Extensions folder (inside the System Folder). However, some older versions may not work when they are stored in the Extensions folder.

During installation, INITs in your System Folder are NOT moved into the Extensions folder. After installation, INITs that you drag to the System Folder icon are automatically placed in the Extensions folder.

If you have trouble with your INITs when they are stored in the Extensions folder, try dragging them to the open System Folder window and restarting.

System extensions should not be stored in the Startup Items folder (inside the System Folder).

Note: If you suspect that a system extension is causing trouble, you can temporarily turn off all system extensions by holding down the Shift key while you start up your computer. Keep the Shift key down until you see the message "Extensions off."

Low Memory Symptoms

Low memory problems may occur when you are working with several programs open, with a very large document, or with a complex file directory. If windows close suddenly, menus appear empty, desk accessories fail to open, and help balloons appear empty, you should quit all open programs and start over with fewer programs and documents. If you experience these problems frequently, you should consider adding more random access memory (RAM) to your system.

Printing from the Finder

You may not be able to print some documents from the Finder if the application program used to create them is already open.

Using Balloon Help

Dialog boxes in some programs may not update properly when you're using Balloon Help.

Slow Performance

You may notice slow performance when you have file sharing turned on and you have selected Calculate Folder Sizes in the Views control panel. If a program's performance has slowed or if the program seems to be stuck, try

clicking in a window belonging to that program. For faster operation, turn off Calculate Folder Sizes in the Views control panel.

Virus checking and security programs

Many virus-checking and security programs that were designed for System 6 need to be revised to work with System 7. Use the Compatibility Checker to make sure that your programs are compatible with System 7.

Error codes

Most of the error codes from System 6 have been replaced with error descriptions in System 7, but some codes do remain. For instance, the error code 90 means that an application program requires a special floating-point math coprocessor, which can be purchased as an upgrade for some Macintosh models. Most error codes refer to problems that you cannot address yourself.

Virtual Memory

Virtual memory does not work with the Macintosh Plus, SE, Classic, or Portable, even if you have added a coprocessor card.

When you turn on virtual memory, you can select the disk drive on which the VM Storage file is created. Virtual memory does not work if you select a removable disk (such as a tape cartridge) for this file.

Fonts and Desk Accessories

Fonts and Desk Accessories can be opened like a folder.

When you drag a suitcase icon containing fonts or desk accessories to the System Folder, the fonts and desk accessories will be moved, and the suitcase will be deleted.

DO NOT drag a suitcase with sounds to the System Folder, System file, or another suitcase. If you do, all the sounds and the suitcase will be deleted. To install sounds, remove them from the suitcase and drag them to the System Folder icon.

System 7 does not recognize some older LaserWriter fonts. When you use the System 7 LaserWriter Font Utility program, these older fonts won't be listed. You need to get the compatible versions to use with System 7.

File Sharing

You need to turn off file sharing before you can eject removable mass storage devices, including tape cartridges and CD-ROM discs.

If you use a Personal LaserWriter SC or a LaserWriter IISC printer and you turn on file sharing, it is possible, although unlikely, that you may experience a system crash while printing. For this to happen, someone else on your network would need to be copying a file to or from your Macintosh at the moment you print. You can prevent this problem by turning off file sharing before you print.

When file sharing is turned on, you cannot change the names or icons of your hard disks and shared folders.

Adobe Type Manager

If you use Adobe Type Manager (ATM), you may have ATM versions of the TrueType fonts Helvetica, Times, Courier and Symbol that come with System 7. The Macintosh and the printer will use the TrueType fonts instead of the ATM fonts. If you prefer to use the ATM fonts, drag the TrueType fonts out of your System file.

Apple phone support for System 7

Apple has provided a System 7 Newsline to answer queries and provide information relating to System 7. Just call 008-025258.

Robert Dorning

Macintosh Programmers' SIG

At the July meeting, the Mac Programmers SIG will have a presentation by Rami Mukhtar on programming in colour with 24 bit Colour QuickDraw. Rami is currently completing a colour paint application which he will, no doubt, make references to.

Apologies have to be extended to those who attended the June meeting at the advertised time. Due to an inexplicable bug our usual 2.00 to 3.00 p.m. spot was omitted from the AUSOM Activities Timetable leaving the second hour as the start time. New and regular members can be assured that our proven workable two hour format will be retained.

At the June meeting there was discussion about topics for future SIG meetings and possible people who could do a presentation. Suggested topics were:
  • sound in Mac applications
  • starting an application from a document icon
  • object oriented programming
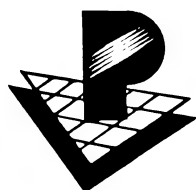
Pearcey Centre for Computing
Apple Technology Centre

APPLE SHORT COURSES

Introduction to the Macintosh
Introduction to MS Word
Extension MS Word
Advanced MS Word
Developing Spreadsheets with Excel
Advanced Excel
Desktop Publishing with Pagemaker
Advanced Pagemaker
Successful Desktop Publishing
Introduction to Hypercard 2.0

For further information regarding course outlines and dates, please contact Diana on 573 2474, or Elenni on 573 2280 at the Pearcey Centre for Computing, or Fax 563 5173.

A Centre of Monash University

Letters to the Editor

Funding shareware

Dear Nick,

I must agree with all the other writers that shareware fees are part of the price one pays for great software. The problem is, of course, that by the time bank drafts are obtained in foreign currency, the extra hassle and cost of bank fees allows one's ethics to become passed-over.

Earlier this year I followed-up the Registration Form provided by Riccardo Ettore of 'Sound Manager' fame because he advised that orders could be placed through Visa Card, Master Card or AMEX. Not only did I receive the full order within 18 days of leaving here, but the charge on my card statement equated in A$ was almost exactly that computed from the US$ total. This was both gratifying and painless because it verifies my feeling that credit card charges from overseas are as competitive as cash.

I wondered if all those who develop software non-commercially (Freeware, shareware, etc.) could afford to establish themselves as merchants for a credit card.

I have now followed this up first with a call to ANZ Merchant Services (008 039 025 to whom I was directed by Visa International in Sydney) where a delightful lady gave me a run-down on what was involved.

I followed this with a visit to the local branch of the ANZ Bank, for the appropriate application forms.

The information obtained was:

1. A Merchant Agreement Advice form (called an Item 352) which records your trading name, address and so on.

2. A Form PD-C which is a form of request for debiting amounts to accounts by the direct debit system which allows payment to be debited directly to your account at your bank.

What does it cost? I must say that the charges look very reasonable.

Firstly, for a one-off payment of A$35 you can become a merchant for the Visa card alone.

Alternatively, for an A$40 one-off joining fee, you can operate through Bankcard, Visa and Master Card, all three. This would seem the most satisfactory for both local and overseas accounts. The merchant MUST have an ANZ account if Bankcard is to be used.

On top of that there is an A$13 annual fee for the account and an A$16 'imprint' fee, which is the device that shops use to record a shopper's card details.

There is also a facility for enabling telephone orders to be taken and I suppose faxed orders can also be catered for.

The other charge, for small traders, is at the rate of 4% for all sales; this is equivalent of $1 for a $25 shareware fee.

The reason why I have set all this out is two-fold.

Firstly, with greater use of commercial credit facilities, there would not be any need for AUSOM or others to set up a 'shareware fee bank' as suggested by some of your correspondents, praiseworthy though that may be..

Secondly, there may be some members who would like to develop software for sale here and abroad, but I would very much appreciate overseas developers installing their own merchant service along these lines because it is so easy to pay without delay or pain.

I would assume that charges would be comparable in other countries. The facility appears to cost $70 up-front plus 4% of sales.

I hope this information may be of use to Members. Can a summary of this be put into an international BBS so that others will be stimulated? I do not have a modem.

Thanks for a great magazine which just keeps getting better.

Yours faithfully,
Brian Ferguson.

Disk Reliability

Dear Editor,

I have another question. This one I tried on a couple of experts, but they could not help.

I used the APPLE system (v.6.04) backup utility and, in two tries, formatted 40 disks which were used to back up my hard disk. Rather disastrously when I came to backup, my Mac plus refused to recognise three of the disks it had previously formatted. It asked me if I wanted the disks formatted! The disks were a very well known brand, not cheap.

For safety I now use KAO as I have had no problems with them. Just in case, however, I want to know if there are "safe" formatting programs for the Mac such as they have for the IBM PC (if I may use such language) e.g. Easy Format and Norton's Safe Format. I understand both of these verify format by read-writing to every sector.

As a generalisation, 3.5" disks are much less safe than the old 160K 5.25" disks for information storage. Technology seems to be stretched too far in trying to produce a low price, higher density (than 160K disks) disk. Roughly, the higher the price of DD disks, the fewer the problems.

A note to MacTools users. Mactools version 1 Rescue hates System 6.05. It works OK with System 6.04. The Rescue disk, as provided, includes a System folder which should work OK. I was trying to rescue files on floppy (3.5" of course) so I had to use the hard disc System. Fortunately I had Blesser (from the AUSOM software library) so was able to run System 6.04 as well as 6.05 on the disk.
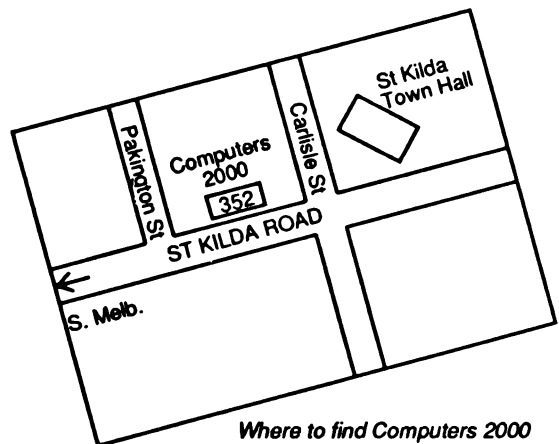
Yours faithfully,
Steve Buttery.

More letters to the Editor ...
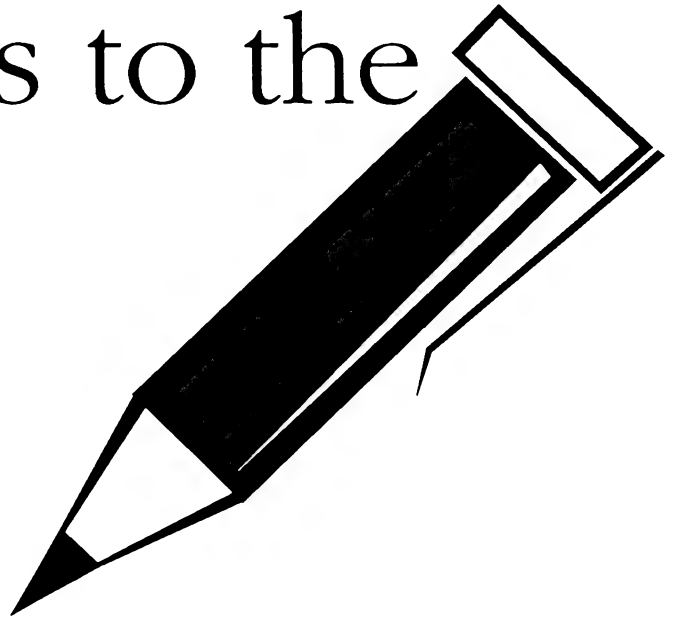
Software Bank Proposal...

Dear Sir,

As a new member of AUSOM, I have gorged myself on the rich pickings of PD software available. Most of the best has been the shareware, and I (like most members I would guess) haven't paid the shareware fee because of the cost and the hasslé involved. I am preparing a list, and I expect to send a single cheque off to my family in the US to pay them for me. I thought that the proposal in the May AUSOM News for a shareware bank was quite timely.

I've given it some thought, but it was when I was looking at one of the PD programs that an easy solution struck me. The disk I was using had been compiled by The Big Red Computer Club in America. They advised that shareware be paid, and noted that disks could be ordered from them by credit card. So, a connection was made.

Here is my suggestion. AUSOM could approach one of the US user groups with a proposal that they act as agents for our members to pay the shareware fee. Some sort of form would be provided for our members to prepare a list of all the payments that are to be made. Our member would calculate the total amount to be sent, as well as an agreed-upon commission. There would be a credit card authorisation to be filled out for the total amount due. For each payment to be made, a small, preaddressed (to the shareware designer) envelope would be included. The US club would then write out the cheques (actually, they would write checks), put them in the proper envelopes, put on a stamp, and mail them out. A week or so later the member would get his credit card statement with the exchange rate calculated into $A (and no great exchange surcharge).

After the initial negotiation, AUSOM wouldn't have to be involved. The whole transaction could be done from home, without any amount of hassle. Any note or comments you might want to send to the programmer could be placed in the proper envelope.

Another way the matter could be dealt with would be for AUSOM to buy a quantity of $US 5, 10 and 20 notes, and sell them at the meetings with a set mark-up. There is very little risk of sending small amounts through the mail. I suspect shareware people would prefer the cash money to a cheque (check) anyway.

I suppose it must first be determined if people are really prepared to pay the fees anyway. If they are not, perhaps AUSOM should levy $1.00 per shareware program sold, and then periodically send off a smaller, but assured payment to the designers.

Yours faithfully,
Dick Tupper.

Help! How do you process .SIT files?

Dear Sir,

Help wanted,—help on how to download things (some have 'SIT' after the name).

I downloaded them using XModem-CRC as Macbinary files. Only the sounds appeared as files with proper icons (they work O.K.). The others, which won't run, have dog-eared page icons.

What am I doing wrong?

Yours faithfully,
Steven Ward.

The files which have a .SIT suffix have been compressed with the Stuffit program. You will need to download Stuffit, which is probably in the Utilities or Comms area of the bulletin board. Its icon looks like this:

StuffIt 1.5.1

Files which have been compressed by Stuffit will then have an icon which looks like this:

Panorama Review .sit

You can then decompress these files by double-clicking on them. When the Stuffit window appears (with a list of files which are in the archive), select all of them (Command-S), and then select "Extract" which will extract the files from the archive and save them to disk in their original form.
—Nick

Macintosh Training Study

The above study entitled "A Vision for the Future" has now been completed and submitted to the Executive Committee for consideration. The Committee will hold a special Committee meeting to examine the lengthy proposals.

The reviewer wishes to thank all those members and others who provided information for inclusion in the Review both written and oral. Without meaning to exclude others, the following are particularly thanked for their special efforts: Ray Cologon, Peter Stokes, Pam Doughty, Michael Stringer, Sue Holding, Eva Eden, Zelda Martin, Hayden May, Nina Netherway.

It is emphasised once again that the study related solely to the provision of better Macintosh training. However, other aspects of AUSOM were examined to ascertain how a revised training programme would integrate with the overall activities of the Society.

The major findings of the Review are:

* our organisational structure needs some changes to keep pace with marketplace
* to improve planning and predictability, we need a standard training plan or "matrix" for everyone
* our trainers need better preparation for their roles
* external workshops are probably more efficient training fora
* new office bearers should be appointed to manage training.

Abridged copies of the 36 page Review can be inspected at the July Open Day.

K. J. Stockton

Bill Currie

The Fly
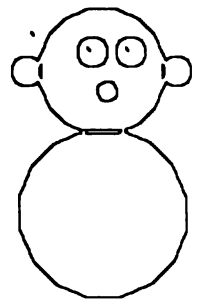
I was inspired to write this two-liner after watching the frog, whose eyes follow the mouse, on some (shudder) IBM computers. In this case, the eyes of a chubby little man follow a fly, which randomly buzzes across the screen.

Line 1 uses a simple shape table to draw a series of circles to create the man. Line 2 draws the fly and synchronises the eyes to track it. A buzzing sound is added for authenticity and it is regretted that this is not in stereo, to enhance the spatial effect. A 35 line version is provided for those people who have trouble entering one and two-liners and who keep thumping me at the AUSOM meetings.

Any resemblance between the chubby guy on the screen and our hard working Apple // Disk Librarian, Peter Garwood, is purely intentional.

```
1  FOR A = Ø TO 5: PRINT : POKE A + 228 * (A > 3),4 *
   NOT A: NEXT : HGR : PRINT ,"THE FLY": HCOLOR= 3:
   HPLOT Ø,Ø: CALL 62454: FOR B = Ø TO 6: READ M,N,O:
   HPLOT M,N: SCALE= O: FOR C = Ø TO 63 STEP 4: ROT= C:
   XDRAW 1: NEXT C,B: DATA
   65,156,17,76,8Ø,13,96,65,3,116,65,3,1Ø6,85,2,62,75,3,14Ø,75,3:S
   = 492ØØ:V = 4Ø

2  FOR Y = Ø TO 9E9:X = X +· RND (1) * 22 - 9:X = X * (X
   > Ø AND X < 22Ø):V = V + RND (1) * 18 - 9:V = V * (V
   > Ø):V = V - (V - 159) * (V > 159):Q = (X > 99 AND X
   < 133) * 5: FOR L = Ø TO 1: HCOLOR= L * 3: XDRAW 1 AT
   X,V: XDRAW 1 AT 99 + X / 2Ø + Q,6Ø + V / 16: XDRAW 1
   AT 119 + X / 2Ø - Q,6Ø + V / 16: FOR F = Ø TO (X + V)
   / 9 *  NOT L:Z = PEEK (S): NEXT F,L,Y
```

```
1  FOR A = Ø TO 5
2  PRINT
3  POKE A + 228 * (A >
   3),4 *  NOT A
4  NEXT
5  HGR
6  PRINT ,"THE FLY"
7  HCOLOR= 3
8  HPLOT Ø,Ø
9  CALL 62454
1Ø  FOR B = Ø TO 6
11  READ M,N,O
12  HPLOT M,N
13  SCALE= O
14  FOR C = Ø TO 63 STEP
    4
15  ROT= C
16  XDRAW 1
17  NEXT C,B
18  DATA 65, 156, 17, 76,
    8Ø, 13, 96, 65, 3, 116,
    65, 3, 1Ø6, 85, 2, 62,
    75, 3, 14Ø, 75, 3
19  S = 492ØØ
2Ø  V = 4Ø
21  FOR Y = Ø TO 9E9
22  X = X +  RND (1) * 22
    - 9
23  X = X * (X > Ø AND X <
    22Ø)
24  V = V +  RND (1) * 18
    - 9
25  V = V * (V > Ø)
26  V = V - (V - 159) *
    (V > 159)
27  Q = (X > 99 AND X <
    133) * 5
28  FOR L = Ø TO 1
29  HCOLOR= L * 3
3Ø  XDRAW 1 AT X,V
31  XDRAW 1 AT 99 + X /
    2Ø + Q,6Ø + V / 16
32  XDRAW 1 AT 119 + X /
    2Ø - Q,6Ø + V / 16
33  FOR F = Ø TO (X + V)
    / 9 *  NOT L
34  Z =  PEEK (S)
35  NEXT F,L,Y
```

Randall Berger

A Piracy Footnote

As I mentioned in the recent fusillade of articles on software piracy, I recently received a new copy of Brøderbund's THE PLAYROOM, the popular early childhood learning program. I was informed that it was no longer "Copy Protected", once again serving up that well picked bone of contention amongst everyone from the editor of Australian Macworld to our own membership.

Accompanying the disks was a small card which, like most software documentation, I disregarded and bunged the disks straight in.

I was confronted with a new segment from the program, a sort of roulette wheel spun by the Playroom's star, Pepper the Mouse. I was asked to supply the third symbol in an icon equation... ducks, flowers, apples, hats, etc... and to simply click on the answer from the wheel. If I did not get it right in three goes, the program would return to the Finder.

Very Clever, Brøderbund. This was a sort of pre-school password system. I scrambled around for the card and was relieved to discover the answers listed there.

The card asks that parents explain piracy and copyright and have fun showing their children how to answer Pepper's riddle: "Please show your children how to play "What Is Missing?" Every fifth time you boot up The Playroom, you will see [this] screen. We're using this entry procedure instead of the usual copy protection devices. It is a "game" that children enjoy. At the same time, it helps Pepper remind people not to make copies of the Playroom. Not even for friends. Thank you for your cooperation."

I'd love to show this little image to you, but it won't even let you take a Command-shift-3 screen shot until you answer the question correctly, and by then it's gone.

I've got to hand it to them, it is ingenious. You can still make back-up copies, but to pass on a pirate, you have to consciously make a photocopy of the "key" card. By then, my conscience would be killing me. It also prevents the most insidious form of piracy, when people "lift" applications off your hard disk while using your Mac. After four or fewer goes, depending on where the "bullet" was in the tumbler, the program would be useless to them without the card.

It's a game I'm willing to play for the sake of cheaper software and more honesty amongst thieves. I notice other companies are taking the same tack... asking for serial numbers every few bootings instead of full copy protection. Good on ya.
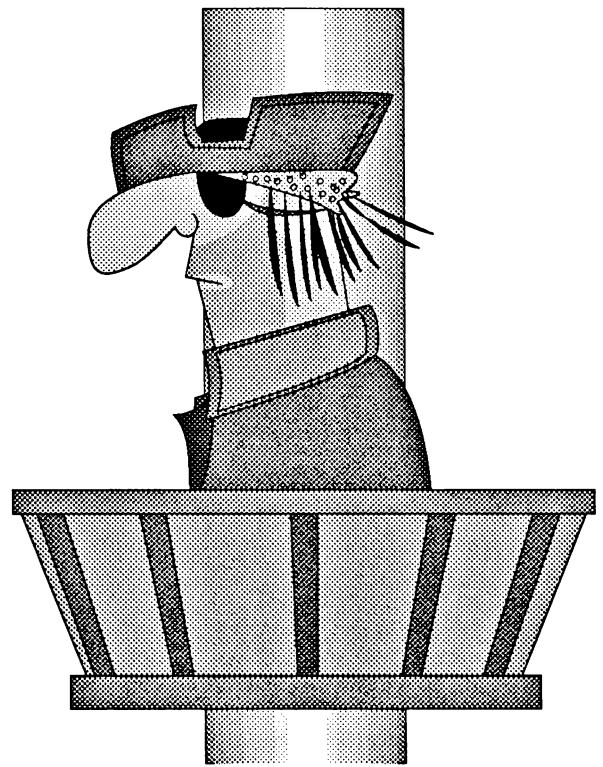
&

Peter Stokes

Panorama—Database & Spreadsheet

Databases

Databases are presented in many various and innovative software packages, from the basic to the complex, and from the easy to use software to the need to be a professional programmer to be able to take advantage of their features. While some of you may be aware that personal bias in database software is in the Omnis 5 direction, I always welcome the opportunity to look at other various database products.

While attending the recent Omnis developers conference, a Product was demonstrated named 'Panorama' (which I covered briefly, in a previous article), and with which I was most impressed, especially in its 'dynamic' mode of operation.

It had sufficient variation from the usual in the way that it carries out its capabilities, that I felt curious enough to investigate further—hence the following page or two of observations which I trust you will find of interest.

Initial Perceptions

Memory usage and memory management are given high profile within this software package. I initially had a few warning messages with respect to memory shortages, especially in regard to the help feature. This was not totally unexpected due to the fact that I tend to overload my Mac sometimes with too many init/cdev facilities. The problems disappeared when I switched off a few superfluous facilities with the INITCDEV 3.0 software. Panorama is very fast at performing a number of its activities due to the fact that it uses all its available memory allowed to it in the best way it can with respect to manipulation of data—keeping as much of the database in memory as it can at a time. Thus it protests a little if it does not have what it considers to be a reasonable minimum quota. (It will use more memory—if you have it available).

• An aside for a moment if will; You can make the space that the program will run in larger (which some programs can utilise)—by opening the Get Info option and altering the Application memory size in your program Icon to the maxim amount of memory your particular Mac can afford. Note this option should be used with care!—a trap for beginners.

There are also comprehensive memory adjustment facilities within Panorama providing the services to monitor and tune use of the database to its most memory efficient mode. In fact this approach of dynamic alterations probably serves to underscore what I think is one of the major strengths of this database i.e. its ability to manipulate data and modify its particular mode of operation 'on the run'. In a word—'FLEXIBILITY'.

A flying start

My usual test of how 'Mac-Like' the software is, is it to give it the old WYSIWYG (what you see is what you get) test—after making sure you are not carrying out this activity on the Master disks of course! —I felt that gained a reasonably comfortable grasp of its purpose with this approach especially as a comprehensive set of example files were supplied with the software, (loaded with a substantial set of meaningful examples).

In addition to this consideration, the Users Guide manual has a short 'Introduction to Panorama' section, which briefly and efficiently gives a 5-10 minute quick walk through of Panorama's main features. The manual is in a readable style with plenty of graphics of step by step actions to guide you through the use of all functions—in fact the whole manual is in this tutorial style. Those people who prefer a reference style document may feel a little frustrated but, there is a comprehensive index if you feel that, that is your style.

First Reactions

Panorama's first feel is that of a 'flat file' style database such as FileMaker, with aspects of a spreadsheet such as Excel. It also gave me a 'flashback' to aspects of some powerful 'sorting' software from my old (don't ask how old!), Mainframe programming days. The Tools Palette's give a pop up text prompt which are helpful especially to new users (à la System 7 bubble help?). An innovation too, was that the Palette Tools are 'scrollable' when displayed in smaller sized windows. It happily ran quite smoothly in the Multi-finder environment (running with word processing—writing the text you are reading now, an occasional game for 5 minutes during coffee breaks, and used answering occasional telephone queries on Omnis 5!). Well now, down to the nitty gritty.

Highlights

A concept is used in Panorama which as referred to a 'clairvoyancy', which interpreted in the Panorama context primarily means trying to pre-guess the requirements of the user during 'data request' activities of searching, finding and linking of data. Because of the high speed response, (at least with the example databases), it is possible to scan whole 'sets' of particular data in a particular 'column' or 'field' of data e.g. in simple terms— Picture the scene where we were, for example, to search for a persons surname, and in our example there are four people with surnames beginning with 'W'; i.e. WHITE, WALTER, WALKER & WEAVER.—We are looking for 'WALKER' and as we type each letter the database is dynamically scanned for a unique match, hence we only need to type WALK before WALKER and the associated data is presented to the inquirer—since this uniquely identifies the surname. Of course in the case of 'WHITE' it would only have been necessary to enter 'WH' before obtaining a match.

Computer Business Exposi,

February 2-9, 1989 ▪ Collins Creek Hotel ▪ Dayto

Next Record

Mr.	Bill	Lieber	Qty	It(
Mr/Ms/Mrs	First Name	Last Name		
Arlington Associates				Confe
Company Name			1	Copy of Pr
573 Dundee Rd.				Keynote T
Street Address		Suite/Box		

The Panorama "Forms Window" - Showing Pop Identification of Palette Tools

⌘ Edit ☺

Last Name

Webster

First Name	Last Name	Company Name
Ralph	Webster	Nordhoff
Jason	Weber	Mariner [
Bob	Wester	Viking Int
Karl	Williams	Wilshire-
Damon	Wellington	Voorhees
Randal	White	Garcia Ac
Darrell	Wolfe	Roche & ₁

"Clairvoyance" entry of the Name
"Web" finds "Webster"—

▤☐ **Conference**

First Name	Last Name	Company Name
Roger	Bond	Dunhill Information Servi‹
Cheryl	Dubinsky	Harbor Graphics
Sonja	Jacobs	Visual Edge
Joseph	Schloss	Elmwood Insurance
Robert	Churchill	Smiley & Sons Developm‹
Moe	Sutter	Gateway Industries
Damon	Wellington	Voorhees Corporation
Christy	Young	Garnett Construction
Bill	Lieber	Arlington Associates
Elizabetł	Erickson	The Edge Company
Alicia	Bailey	ProLitho
Phil	Kramer	Stevens Automotive
Charles	Frank	Instant Graphics
Billy	Schober	Andover Designs
Michael	Darby	Touring Inc

The Panorama "Data Sheet Window"

▤☐ **Conference Registration:DESIGN** ▤

	Column Nam	Type	Di(	Align	Out	Inp	Range	Valu	Link	Clair	Tab	Cap	Dup	Pr	Def
‹	T	Text	0	Left			Any			Off	Off	Off	Yes		
‹	First Name	Text	0	Left			Any			Off	Off	Off	Yes		
‹	Last Name	Text	0	Left			Any			On	Off	Off	Yes		
‹	Company Na	Text	0	Left			Any			Off	Off	Off	Yes		
‹	Street Addr	Text	0	Left			Any			Off	Off	Off	Yes		
‹	Suite/ Box	Text	0	Left			Any			Off	Off	Off	Yes		
‹	City	Text	0	Left			Any			Off	Off	Off	Yes		

The Panorama "Design Window"—Changing the "Clairvoyance" on "Last Name"

A very powerful data manipulation tool allows you to scan Pre-Defined Data Values—generating value ranges from existing data so that you are able generate, on the run, rules for accepting ranges of new data from existing data already in the database. Because of the principle of Memory retention, your are able to do many data manipulations and still retain the original copy of 'the whole file' and on leaving you are presented with the question 'do you want to save file changes?' This is common to spreadsheet functions but usually not provided within databases -as they normally update each individual record as work proceeds.

Files & Windows

Panorama uses 6 Types of Windows and it can define a 'data set' to group files for use by related windows. The window types are:-

• a Data Sheet—which displays databases as a list, a Forms window—which displays one record at a time, a Design Sheet—which allows you to modify the current structure of the file, a Macros Window—which allows sequences of operations to be stored and replayed, a Cross Tabs Window—which is the same as the Data sheet window but in a summarised format;

• and a Flash art window—contains a Catalog of pictures which can be displayed in forms and charts.

Editing Data

The Data Sheet window is reminiscent of data manipulation using a spread sheet, including split window facilities, and data can be manipulated using 'cells' and 'lines' of data. It includes powerful features such as—any cell can contain up to 32,768 characters, column width adjustment is possible, data cells can contain two or more lines of text, 'Clarrows' Clairvoyant arrows are featured using the feature mentioned in the 'highlights' paragraph, and value bars containing 'radio button' options can be defined for easy, timesaving choices. Many other standard database data manipulation features are also standard options i.e. font choices, various data types, date handling, etc.

Database Design

Designing a database is achieved simply using the columnar Design sheet window approach and Customising Data Entry windows for Input Patterns, ranges, default, prompts, and using 'clairvoyance' features are reasonable straightforward and 'tabular' in nature.

Manipulating Information

Manipulating information to my mind is probably the strongest attribute of this particular database, accompanied with very powerful selecting, finding and changing features. Abilities exist to change many cells at once, with 'Math' features such as fill, empty fill, sequence, and propagate to enhance data manipulation.

Form Design

Panorama has an object-oriented graphics editor for creating and editing the appearance of forms. Other examples of object-oriented graphics editors would be MacDraw and the Draw Layer of Super Paint.

Powerful palette tools allow exact dimensioning, magnification, object alignment, object sizing, positioning, front/back adjustment, text insertion, and data cells include picture data cells.

Printing Custom reports

Powerful reporting features allow a high class of presentation of output with a very good level of flexibility. Features include 'tiles' or divisions within the output layouts. Printing of different type of reports including labels, and addition of normal reporting features such as titles, page numbers, today's date, tabular reports, summary records, group headers, and group sidebars.

Calculation Features

'Equation' facilities are included to handle the accepted range of the various arithmetic, mathematical and data string manipulation required of any database.

Charts & Graphs

The standard range of charting features are provided with Bar Chart, Line Chart, Scatter Diagrams, Pie Charts, and Area Charts catered for. Legend and chart presentation tools allow additions of colours, legends, notes, etc.

Linking Multiple files

Multiple files can be used or combined by opening them in multiple windows, or using the 'Clairvoyance' facility to scan the column in another active database.

Macros

Macros can be recorded to eliminate repetitive features and can be used to assist in 'laundering' and ordering random text within its own database or as a tool for prior to loading data into another database (such as Omnis 5) which may be set up with more rigorous rules for internal data integrity. The macro script generated is able to be 'edited' to adjust for special required circumstances.

Buttons

Custom buttons can be adopted to any Panorama form Window and can look like regular Macintosh buttons or enhanced with graphics

Additional Features

Inclusion of a Building Tables cookbook file assists in quickly generating tabular reports and forms. The Flash Art, Gallery feature allows inclusion and manipulation of graphics in the database and printed output. Data summaries and outlines are catered for with features to calculate overall totals for the entire database, subtotals for groups of data, count average data and find maximum and minimum values.

Importing & Exporting

Importing & Exporting Data can be carried out to text files in comma, tab delimited or word perfect formats, and in also can include column names. Special provision for using output patterns to dynamically edit the data fields.

In Summary

Panorama is not a relational multi-user database of the Ilk of Omnis 5 or 4th Dimension. Panorama is an extremely likely candidate for users who require a straight-forward, easy to use database and who, if they are prepared to investigate the facilities further, can have very powerful additional features such as graphics, data organisation and reporting without being a skilled programmer. On the other hand it is a very powerful tool for advanced users to quickly manipulate very rough data and for users requiring a very flexible 'what if' database organisation. It certainly has a number of innovative approaches to data handling especially in use of the inbuilt 'Clairvoyance' facility and its general intuitive approach—well worth the look!

◆

Maurie Eason

Appleworks chequebook balancer revisited

This is a sequel to my June 1990 article showing an Appleworks database chequebook balancer. The promised budgeting follow-on was abandoned last year when my work demanded I go to USA for four weeks, followed by a hectic work schedule and another visit to USA near the end of the year. It wasn't all work though. I did buy a fair bit of software and a new printer, and late one sunny Saturday I managed to drive down to Cupertino. But that's another story.

If you followed my previous article, you'd end up with a monthly database report looking something like figure 1. But it runs off the page you say? Well this is where you use the PRINT REPORT screen to advantage.

Print report squeezing

Press OA-P to enter this, give your (tables) report a name if you haven't already, press return then you'll see the print report options listed above a shrunken version of your file. First choose OA-O (printer options). Among other things, this tells you how many characters can be printed across the page. To increase this, type CI and enter the largest number of characters per inch your printer can handle (usu-

ally 17). Press return and you'll see how many characters across the page are possible now. Remember this, and ESC back to the print report screen. Use the right arrow key to scroll to the far right of the report, and you'll see a number printed vertically showing how many characters horizontally in this report. Don't despair! Use OA—< on the first 10 or so columns to reduce their widths. Then go to the far right of the report again and use OA-D to delete categories (don't worry you can use OA-I to replace them later if necessary). First deletions of course are the spare categories, then press on deleting until the number of characters will suit your printer.

Second print report

This gives you the chance to print the categories which wouldn't fit the previous report. Don't use OA-N like I did to rename your report- you'll lose the original one! Instead go back to the REPORT/ADD/CHANGE screen (its unaffected by our report fiddling), and OA-P to make a new report. Name it Balance2. Leave in the Date and Transaction categories, it makes reading it easier, and then delete all the other categories included in Balance1, but
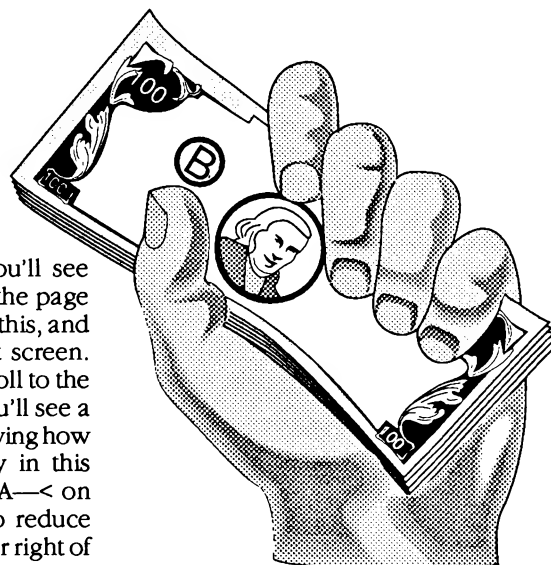
leave in the ones you couldn't fit last time. Figure 2 shows this (over the page).

Kalculated categories

Forgive the spelling but it reminds me to use OA-K to calculate a category. You can set up a calculated category to sum up your expenses on household items, or to subtract your transport costs from your income, or any number of possibilities. You can, of course, use OA-T to total a calculated category and once set up you can readily see each month where the money went. At income tax return time no more searching for those receipts for gifts to charities, and work related expenses. Scan through each month's report and

File:	D.base.trial						Page 1
Report:	balance1						8 May 1991
Date	Transaction	Cld.	Expend.	Income	Brt.Fwd.	Net	Hse.Repay
1 Jun 90	End May Bal .	1.00			289.56	289.56	
4 Jun 90	Chq#123 Cash	1.00	120.00			-120.00	
6 Jun 90	Chq#124 Salvos	1.00	55.00			-55.00	
10 Jun 90	My Pay	1.00		756.24		756.24	
15 Jun 90	Chq#125 Ausom		26.00			-26.00	
						0.00	
		4.00*	201.00*	756.24*	289.56*	844.80*	0.00*

Figure 1

there they are, even the ones you forgot about. Just file the receipts chronologically (i.e. stuffed in the bottom draw of your computer desk), and "now lets see—last August—that will be about 3 inches down".

Skinny columns

Yes. I know, you can't calculate the categories you want because we've split the report into two. And if you go back to a full wide report you can't print it out.. And if you print it to the screen you can't scan to the right hand end categories. And its all because the database can only calculate and total in print report mode. Well, you say, better to have a spreadsheet!

But wait. Make a third report with all categories needed, add the totals and calculated ones, then reduce the width of the category columns—right down to one character if necessary. It doesn't effect the result—you just can't see the detail of the columns being added/subtracted. The calculated ones you make as wide as you like, and all

the others are viewable in the first two reports anyway. Figure 3 shows the result.

Advantages

The main advantage I find is the ease of adding transactions. You move the cursor down to the ======== line and press OA-I. You are instantly in single record screen and ready to enter your new transactions. You don't have to worry about whether the formulae for totalling the columns is referring to the correct row numbers, the database just expands automatically. Over a year you'll enter many hundreds of transactions, so it's worth making it simple and fool (or weariness) proof.

Each month just OA-N to rename your file (after saving it of course) then OA-D to delete all rows except the ======. Then OA-I from the ====== line to enter the opening balance line for the new month, and your transactions. The report formats you made for the previous month are automatically part of each new months file.

Transfer to spreadsheet for budgeting

For a while I did this manually, but you can use the clipboard. The tricky bit is that the categories are in vertical columns in the database, but a conventional budget spreadsheet has them horizontally. It can be done, but since you have nodded off already, I'll leave that for next month.

◆

```
Balance2
File:   D.base.trial                                                                    Page 1
Report: Balance2                                                                        8 May 1991
Date       Transaction   Other T Groceri Fast Food Eat Out Utiliti Alcohol Holidays Entertain Charity Presents Clothing
           ---------     ------- ------- --------- ------- ------- ------- -------- --------- ------- -------- --------
 1 Jun 90 End May Bal.
 4 Jun 90 Chq#123 Cash           35.00   11.00     34.00           20.00
 6 Jun 90 Chq#124 Salvo                                                                      55.00
10 Jun 90 My Pay
15 Jun 90 Chq#125 Ausom                                                                              26.00
           ============ ======= ======= ========= ======= ======= ======= ======== ========= ======= ======== ========
           0.00*  35.00*  11.00*  34.00*   0.00* 20.00*   0.00*    0.00* 55.00*  26.00*    0.00*
```

Figure 2

```
File:   D.base.trial                                                                    Page 1
Report: KALCULATED                                                                      8 May 1991
Date       Transaction   Cl Ex In Br Hs In Ma Me Ed Ca Ot Gr Fa Ea Ut Al Ho En Ch Pr Cl  H/Hold  Travel
           ---------     -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --  ------  ------
 1 Jun 90 End May Bal.   1       28                                                       0.00    0.00
 4 Jun 90 Chq#123 Cash   1 12              15 5. 35 11 34    20                          55.00   20.00
 6 Jun 90 Chq#124 Salvos 1 55                                         55                 55.00    0.00
10 Jun 90 My Pay         1    75                                                          0.00    0.00
15 Jun 90 Chq#125 Ausom     26                                        26                  0.00    0.00
           ============ == == == == == == == == == == == == == == == == == == == == ==  0.00    0.00
                                                                                        110.00*  20.00*
```

Figure 3

Peter Garwood

Macros for Appleworks ease

The power of Appleworks is nothing short of amazing, especially when Beagle's Timeout modules are added. The combination of Appleworks and Timeout Ultramacros turns Appleworks Word Processor, Database And Spreadsheets into one of the most efficient programs in the computer world. AUSOM's members having discovered the ease and power of macros are constantly searching for macros that makes their computing tasks easier.

The Apple II disk library has built up an extensive range of macro disks for use with Appleworks and Timeout Ultramacros. A number of them have been written by AUSOM's own members. Members like Peter Szabo, Adrian Gallagher and Nicholas Pyers. Many more have been gathered from our other disk sources A2 Central, Big Red Computer Club, National Appleworks Users Group etc.

The Apple II disk library would be glad of any other macros written by AUSOM members. Offer them around for others to share. You may just have a macro that someone else is looking for.

As the macro library is starting to grow now appears to be an appropriate time to review the macro disks in our library. For all those AUSOM members who are looking for the Macro way to perform tasks in Appleworks. Here is a list of what's available.

AUSOM A/W 08

APPLEWORKS V2.0 FOOTNOTE SYSTEM.

Adds automated footnote capabilities to the AppleWorks V2.0 & V2.1 word processor. The disk contains macros, documentation and sample files that describe how to insert footnotes in academic papers. The disk requires that you have Appleworks V2.0 or V2.1 and Timeout Ultra macros or AutoWorks. This disk was reviewed in the AUSOM newsletter of September 1989.

Disk format. ProDos Source NAUG Release Jul '89

AUSOM A/W 15

ADRIAN GALLAGHER MACROS

This disk of largely word processor macros was prepared by AUSOM member Adrian Gallagher and reviewed by him in the September '89 newsletter. The macros were created to perform a set of handy tasks such as arranging footnotes, creating invoices for customers, preparing letters, calling up centering, super/subscript, underline or boldface codes and awaiting the input of required text, inserting a page numbered footer, creating a new indented paragraph, swapping two characters, loading or saving a text file without the need to remember the complete pathname. This disk is a valuable addition for users of Appleworks and TimeOut Macros.

Disk format. ProDos Source AUSOM Release Nov '89

AUSOM A/W 17

PETER SZABO MACROS

Peter demonstrated his Macros at the June & July '89 AUSOM meeting and has now donated then to the library for all to share. The disk contains numerous Timeout Ultra macros for use with AppleWorks. Makes use of and provides templates for a Home Address Book, writing letters using data from that database, recording telephone conversations and numerous other home and potential business applications.

Requires AppleWorks 2.0 or greater, Timeout and Timeout Ultra macros. It does not specifically require any other Timeout application. An Apple IIE enhanced to run Appleworks, IIC or IIGS and at least two 5 1/4" disk drives. Does not require extended memory cards, but having one is a distinct advantage.

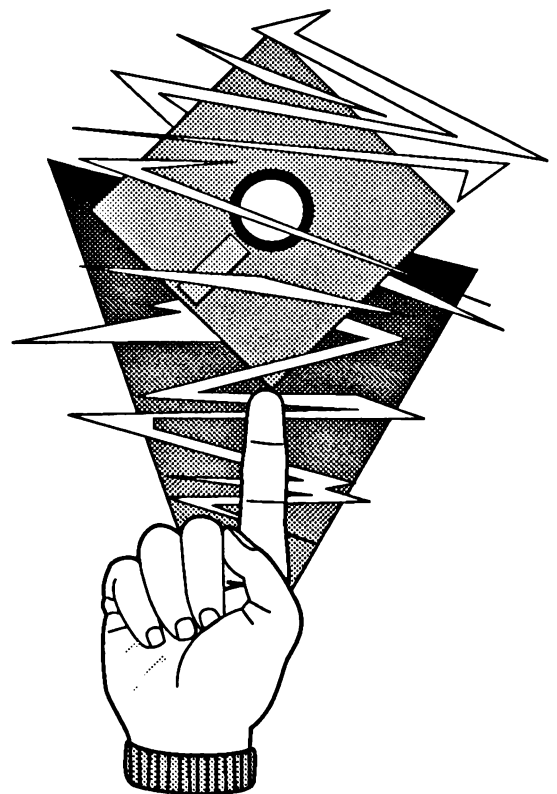*Disk format. ProDos. Source. AUSOM Released Nov '89 Updated Jun '90*

AUSOM A/W 19

MACROS NKP V5.1

A series of macros for A/W 3.0 prepared by AUSOM member Nicholas Pyers. This disk contains the following files:

- AA Read Me Awp
- Macros NKP Awp Main source code for Macros NKP
- UM Tokens Keys Awp Source file for helpscreen
- Address NKP Adb My Address Book DataBase

- TO.LETTERHEAD Bin My Letterhead Macros in a TimeOut Application
- TO.MACROS.NKP Bin My main macro set in a TimeOut Application
- TO.MACROS.NKP.H Bin My Macro HelpScreen
- TO.MACROS.TEMP Bin A macro set for creating a temporary Macro File
- TO.TOKENS.KEYS Bin TimeOut HelpScreen

Bugs from the earlier disk have been fixed. Documentation for the macros is on the disk.

Version 5.1. (Released 1st. June 91)
- This version includes revision history.
- Updated Letterhead macros to include new addresses (New Postal & InterNet Address).
- Added Insert Address from DataBase into Letterhead macro.
- Added Address Envelope from DataBase macro
- Revamped notes section.
- Added Create Macros Temp file for writing and playing around with new macros with out my other macros interfering.
- Updated and REMed Configure AppleWorks.NKP macros.
- Modified Ba-C macro to compile form Start of current macro section.
- Updated and modified Macros NKP HelpScreen.
- Added Print to Text file with CR to Awp <Sa-P>.
- Added Electronic Mail (BBS) Letterhead.
- Fixed <Sa-T> to insert blank categories with DoubleData installed.
- Added messages to be displayed, If Task file can not be launched.

Disk format. ProDos. Source. AUSOM Release Nov '89 Updated Mar '90, Jul '90, Sept 90, May '91, Jun '91

AUSOM A/W 20

ULTRA MACROS SAMPLES #4

This is a collection of predesigned macros for use with Ultra macros and AppleWorks. Included on this disk are BIG LETTERS which uses macros to create letters 5 characters high, a music macro, an improved set of default macros and macros to use with Printrix.

Disk format. ProDos. Source. BRCC R04 Release Mar '90

AUSOM A/W 21

ULTRA MACROS SAMPLES #5

More macros. On this disk are a set of macros designed to help you check your English Grammar and correct your mistakes. There is also an edited version of a bulletin board download which contains a great deal of information on using Ultra macros and more.

Disk format. ProDos. Source. BRCC R05 Release Mar '90

AUSOM APPLEWORKS 26

EASY ACCOUNTANT

This double—sided stand alone disk contains a spreadsheet application designed to manage the ledger of an individual or a small business running on a cash-basis accounting system. The basic structure of Easy Accountant can be modified or expanded to handle to handle your specific needs.

Easy Accountant will enable you to enter all receipts and expenditure for each monthly period and will then compile and print a Monthly Report, a Year to Date Report and a Detailed Listing Journal Report.

Unlike double—entry book keeping the Easy Accountant books are simple 'single entry' journals. For any transaction only one entry is made. The advantage of a single entry system is its simplicity.

Side two of this disk contains files that will help you to automate the process of using and updating Easy Accountant financial information. Macro files are included for use with Beagle Bro's TimeOut series Ultra macros as well as a special summary spreadsheet for users of SpreadTools, another TimeOut module. For those who use the macro program AutoWorks, there are macros here for your use.

Disk format. ProDos BRCC B17 Release Jun '90

AUSOM APPLEWORKS 29

MACROS FOR THE DISABLED

This set of AppleWorks V3.0 macros were created by AUSOM member Ivan Nagy. The macros once installed allow Appleworks features to be accessed and used with simple single keystrokes. They were created to help people with physical disabilities. The program is supplied with a full set of instructions

Disk format. ProDos Source AUSOM Release Jun '90

AUSOM APPLEWORKS 32

FOOTNOTES SYSTEM

This is a series of templates that are designed to be used with AppleWorks V3.0 and Ultramacros V3.1. The Footnotes System automates the process of creating bibliographic footnotes for academic papers. This series of Ultramacros enhanced AppleWorks tools assumes the user has some basic knowledge of compiling Macros and/or creating task files, and understands the basic structure of

footnoting rules. Included are macros, Documentation and sample files. Appleworks V3.0 and Ultramacros V3.1 are both required to use these templates.

Disk format. ProDos Source BRCC R25 Release Oct '90

AUSOM APPLEWORKS 33

CHECKWORKS

The templates on this double—side disk are meant to be used in conjunction with AppleWorks V3.0 and Ultramacros V3.1.

Checkworks is a complete check management and check printing system that works entirely within AppleWorks. This Macro based program assumes that the user has little on no knowledge of Ultramacros, and therefore contains detailed step by step instructions on how to set the system up, how to compile the macros, and how to create and work with task files. So much detail is provided for the UltraMacro novice that the disk contains an annotated set of macros, with every single line of instructions being illustrated and described. If you are new to Ultramacros these annotated macros are a great way to learn about macros, what they are, what they can do and how they work.

This is a Shareware disk. ShareWare fee. $10 (US).

Disk format. ProDos Source BRCC R27 Release Oct '90

AUSOM APPLEWORKS 34

GRAMMAR MACROS

This disk contains a set of macros designed to help anyone who writes. The Macros are designed to help the writer polish his/her writing.

The macros are annotated ready to be printed for reference and compiled for use. Included on the disk are macros that mark the passive verbs in your file and provides the opportunity to turn them into active verbs to improve the "punch" of your document. Marks extraneous words for Review/Change. Marks gender specific pronouns. Marks prepositions left at the end of a sentence. Examines a set of common word to see if they are used properly and marks commonly used misspelled words for checking and correction. As well there are a number of other macros that will help you improve your final finished document. This disk could be of great help to students who constantly use their computer to write assignments.

To use this disk you must have Apple-Works V3.0 and Ultramacros V3.1
Disk format. ProDos Source NAUG Release Oct '90

AUSOM APPLEWORKS 36

ULTRA MACRO SAMPLES

This disk contains sixteen macros designed to be used with Beagle Bros' Ultramacros. The macros help the user to be more efficient while in the AppleWorks environment.

Below is a list of the Macro files contained on this disk, with a brief description of what each one does.

• Auto Indent; Assists in setting Indent Command and in returning to un-justified margins in a Word Processor document.

• Auto Pg Num; Assists in adding page numbers to Word Processor document.

• Compile; Displays the user's default set of macros.

• Count Rec; Counts the number of Data Base records that match the current Record Selection Rules.

• Find Cell; Assists in moving the cursor to any cell in a Spreadsheet.

• Indent Input; Assists in setting the Indent Command, allows the user to chose the number of characters to indent. -Letter; Sets up an envelope form, includes the user's return address, also sets up a letter form with an inside address.

Another file containing documentation for each macro file is also on this disk. The documentation file for each macro file has DOC in front the macro name on the disk
Disk format. ProDos NAUG Release Nov '90

AUSOM APPLEWORKS 37

MACRO KITS ETC.

This double sided disc contains:

• Filecard Menu Construction Kit (automatic construction of filecard menus for AppleWorks)

• macro reference kit (organizes your macros)

• calculation of age differences

• date format conversion macros and accompanying SS calculator.

• Ram Patch for AppleWorks 3.0

• Glen Bredon's virus detector: Virus.Rx

FILECARD MENU CONSTRUCTION KIT

Using the familiar AppleWorks FileCard interface, this group of files for Ul-tramacros is designed to permit you to easily build a FileCard menu system(s) that suits your own needs.

MACRO REFERENCE KIT. The Macro Reference Kit will enable you to store your macro sets in a manner that is easily referenced for future adjust-ments or modifications, as well as learning situations with new users. This Kit will prepare a line-numbered chart of your macro sets for easy and accurate future reference.

RAM PATCH V3.0 The Ramset program for Appleworks 3.0 is specifically for users of Auxiliary-slot RAM cards on an Apple IIe, or compatible cards for the IIc (MultiRam CX or Z-RAM). This patch, provided originally by Dave Gair, patches Appleworks to ignore some of the auxiliary banks so that they can be used as a RAM disk.
Disk format. ProDos Source NAUG Release Nov '90

AUSOM APPLEWORKS 38

K.J. MACROS

There are macros for use in the word-processing module of AppleWorks. Glossary. Margin settings. Dictionary location-changer. Printer option pairs. Spaces —> Tabs

Word styles. Exchange letters. Corrected word count

Case changers. Other macros include;

ALARM CLOCK MACRO. There are many alarm clock macros floating around. This one has some unusual features I haven't seen elsewhere, however. When the Main Menu is up, an hourglass symbol is displayed on the bottom line of the screen. Also, when the alarm rings, the second line from the top of the screen flashes three times. This is helpful if you are hearing-impaired, or if you have your speaker turned off.

MANAGEMENT. They help with disk drives, pathnames, etc.

Half-screen cursor motion. Miscella-neous. Loading TimeOut modules. Disk management: drive changer, pathname/drive lister, pathname changer, misc. Two-file toggle. And many, many more.
Disk format. ProDos Source NAUG Release Nov '90

AUSOM APPLEWORKS 39

MACRO LIBRARY INTEGRATOR

The macros on this disk represent a complete macro environment in which most AppleWorks users can work. It has some unique, interesting, and efficient procedures. You should read the documentation file, called "DOC.FOR.MLI"; it gives excellent descriptions and steps to use the macros.

There are approximately 150 macros on this disk, all are conveniently grouped into separate library files.

You can easily select the desired macros from these libraries to build an "everyday" macro library which you compile and use as your default macro set. There is also a handy Cross-reference sheet in a spreadsheet file called "MACS.MLI.XREF". This lets you quickly review all the macros on the disk and serves as a reminder of which keystrokes initiate each macro.

With this macro collection you will be able to easily create macro files for different applications. The library consists of twelve (12) files having macros for many AppleWorks com-mand sequences, macros for users of TimeOut FileMaster, SuperFonts, Ul-tramacros, SideSpread, Pinpoint's Document Checker, Sensible Soft-ware's Sensible Grammar, Funk Sys-tem's Sideways, macros for Apples with extended RAM, macros for the ImageWriter printers, a macro for the ImageWriter II with Orange Micro's ImageBuffer, and a BASIC language keyword macro set for you folks wishing to write programs in "screen mode" with the editing power of AppleWorks (AW) combined with the macro power of Ultramacros. A macro task file was included to give you immediate power to automatically build macro files while scanning the library.
Disk format. ProDos Source NAUG Release Nov '90

AUSOM APPLEWORKS 45

POWER MACROS

This double—sided disk is full of sur-prising macros, from Holland, for use with Appleworks V3.0 and Ultra-macros V3.1. There are over a dozen macros including macros to perform automatic hyphenation, to making switching subdirectories easier, and to make it easy to print Mouse Text.

All the macros are heavily commented, clearly explained and where appli-cable provided with instructions for use. This makes the Power Macros not only useful, but educational and inspirational as well.

ShareWare fee. $15 (US).
Disk format. ProDos. Source BRCC R29 Re-lease Apr '91

AUSOM APPLEWORKS 46

ULTRA GRADESHEET MACROS

The UltraGradeSheet Macros are a series of powerful grade entry, retrieval, display, and print commands. They allow the teacher to do the following:

1. To enter grades in each of six categories.

2. To print out a teacher "Keepsheet" for the current entry.

3. To print out a student "Display" (with "code-numbers" instead of names) in two forms:

(a) Letter grades and percentages for both the current entry and each student's cumulative average to date.

(b) Letter grades only for both the current entry and each student's cumulative average to date.

4. To print out individual reports for the entire class showing all scores and averages.

5. To print out individual reports for selected students. These will display all scores and averages as well as the database entries for each score.

6. To conclude and "Keep" scores at the end of each term.

7. To carry scores from one term to the next for those who grade on a semester basis.

8. To view each students overall averages in each of four categories and in the cumulative average category.

9. To print the entire UGS spreadsheet on AppleWorks "Printer 1" with a platen width of 8.0 inches and a setting of 17 characters per inch. No "Side-way's" fancy printer program is necessary.

10. To easily set up the entire spreadsheet. Class descriptions, student names, and 5-digit code numbers need to be entered in section one only. Pressing sa-I will install these in the remaining sections.

The UltraGradeSheet spreadsheet can handle 25 students per file and up to 98 grades (includes "Bonus" grades) per student with sufficient memory in an Apple IIE (You must have more than 128K; at least 256K is recommended.) or Apple IIGS, 512K or more. An accelerator card or chip is also recommended.

Disk format. ProDos. Source A2 Central Release Apr '91

AUSOM APPLEWORKS 48

MACRO MANIA

This disk contains two sets of macros for use with Appleworks V3.0 and Ultramacros V3.1. MACRO MANIA contains 12 short macros which perform simple but useful tasks. There is a 1991 calendar which is a Timeout module. GRAMMAR CHECKER is designed to check your Appleworks for a variety of grammatical errors. Also on the disk is a program designed to repair damaged Appleworks files.

Disk format. ProDos Source BRCC R33 Release May '91

AUSOM APPLEWORKS 3/02

MACROS, MACROS, MACROS

This disk contains previously released macros. The macros of AUSOM members Adrian Gallagher, Peter Szabo and Nicholas Pyers have all been brought together on this one 3.5" disk. A wealth of macros for the macro enthusiasts. The NKP macros are V5.1, updated on 1st. June '91.

Disk format. ProDos Source AUSOM Release Sep '90

AUSOM APPLEWORKS 3/03

WORD PROCESSOR MACROS

This disk contains a multitude of macros for use in your Word Processor. The disk contains a set of GRAMMAR MACROS and there are 2 versions of FOOTNOTE MACROS. A set for Appleworks V2.0 & V2.1 and another set for V3.0 Appleworks.

The package of footnote macros for AppleWorks reduces some of the work in composing short, documented scholarly papers. It removes most of the work involved in documenting papers through bibliographic notes (footnotes, etc.), allowing the author to focus on composition.

The packages, for v2.0 and V3.0 have extensive documentation but assumes intermediate knowledge of Apple-Works, beginning knowledge of using TimeOut Ultramacros, and some familiarity with academic type-formatting styles. The instructions/documentation, and particularly the glossary, will provide some of this background, but not enough to let a beginner use the package with confidence and skill.

In terms of hardware and software, the footnote macros assume a minimum 128K Apple II-series computer, with two disk drives or other storage devices, AppleWorks version 2.0 or higher, with TimeOut and Ultramacros installed.

EFFECTIVE WRITING AND GRAMMAR CHECKER

These macros should help anyone who writes, whether it is a letter to a loved one, a documentation text file, a high school paper or a college thesis.   The macros are designed to help the writer polish his/her writing. The grammar-checking macros have guidelines for their use, and are annotated for your understanding and ready to be printed for reference and compiled for use.

In checking your grammar, GRAMMAR CHECKER marks passive verbs in your file. Marks extraneous words for

you to review/change, locates and marks the gender-specific pronoun and replace them with a neuter pronoun or some other word. It will mark three common abbreviations (i.e., etc., e.g.), will find and mark any commas, periods, colons, or semicolons with spaces on both sides, will find and mark several prepositions which may be left at the end of a sentence. It also marks these for you: TO, TOO, TWO and THERE, THEY'RE, THEIR and BY, BYE. Examine them to see if you used them properly.

By using these macros on your compositions, the principles of good writing will eventually become second nature. You WILL become a better writer.

The macros on this disk are contained on AUSOM Appleworks 8, 32, 34.

Disk format. ProDos Source NAUG, BRCC, Release Jul '91

AUSOM APPLEWORKS 3/04

ACCOUNTANT/CHECKWORKS

This disk contains two programs directly suited to small business. Both rely on macros to make the programs work efficient.

EASY ACCOUNTANT is an AppleWorks spreadsheet application designed to manage the ledger of an individual or a small business running on a cash-basis accounting system. The basic structure of Easy Accountant can be modified or expanded to handle your specific needs.

Easy Accountant will enable you to enter all receipts and expenditures for each monthly period and will then compile and print a Monthly Report, a Year-To-Date Report and a Detailed Journal Listing Report. The program has a special bank reconciliation feature by which you can simply check-off all of your bank statement items and automatically reconcile your books with the balance shown on your bank statement. You can also carry-forward account balances from one month to the next and to generate a Year-To-Date Report (and Year End Report).

Several AutoWorks macros are provided to speed up calculating, printing, moving around and summarizing information. Also within the program is a special summary spreadsheet for users of SpreadTools, another TimeOut module. For those who use the macro program AutoWorks, there are macros here for your use.

CHECKWORKS is a check-printing and check-management system that works entirely within AppleWorks, using

Timeout Ultramacros. To use CheckWorks, YOU MUST HAVE APPLEWORKS V. 3.0 AND ULTRA-MACROS V. 3.1.

This Macro based program assumes that the user has little on no knowledge of Ultramacros, and therefore contains detailed step by step instructions on how to set the system up, how to compile the macros, and how to create and work with task files. So much detail is provided for the UltraMacro novice that the disk contains an annotated set of macros, with every single line of instructions being illustrated and described. If you are new to Ultramacros these annotated macros are a great way to learn about macros, what they are, what they can do and how they work. With the macros you will be able to; Write Checks, Print Checks, Open Checkbook Register, Show Balance, Reconcile Balance and see a Help File

This is a Shareware disk. ShareWare fee. $10 (US).

These macros are on AUSOM Appleworks 26 & 34.

Disk format. ProDos Source BRCC Release Jul '91

AUSOM APPLEWORKS 3/05

SAMPLES 1, 2 & 3

This disk contains macros designed to be used with Beagle Bros' Ultramacros. The macros help the user to be more efficient while in the Apple-Works environment.

Some of the keys that are used to initiate these macro are the same keys that Ultramacros uses. The user should carefully compare your default set of macros with any macros you may want to add to the set.

Among the macros on this disk are:

- MACROS..DEFAULT. A Default Macro file.
- PRINT.DEFAULT. A Print Out of my Default Macro File.
- ULTRA.KEYS.DB. A DataBase of all possible Ultra Macro key combinations, my Default Macro file is inserted as an example.
- MACROS..TESTER. Macro Testing Ground.
- MACROS.BIG.LET2 My updated Big Letters file. These macros allows one to easily enter messages in letters FIVE characters high.
- MACRO.ART. All this macro is good for is just to play with. It doesn't do anything important. It just is pretty.
- MACROS.GLOSSARY. When you are writing a paper and want to create a word/definition glossary for your paper, use these macros.

There is a set of GRAMMAR macros for correcting English grammar, with an explanation file.

- M.SHOP..1.32. Edited version of the Computer C.A.C.H.E.'s MACRO SHOP's first 32 posts.
- M.SHOP.33.57. Edited version of the MACRO SHOP's posts.
- MACROS.PRINTRIX. A set of macros for use with Printrix to more easily format the AppleWorks WP file.
- MACROS.MUSIC. It plays the tune CHARGE.
- AUTO INDENT. Assists in setting Indent Command and in returning to unjustified margins in a Word Processor document.
- AUTO PG NUM. Assists in adding page numbers to Word Processor document.
- COMPILE. Displays the user's default set of macros
- COUNT REC. Counts the number of Data Base records that match the current Record Selection Rules.
- FIND CELL. Assists in moving the cursor to any cell in a Spreadsheet
- INDENT INPU. Assists in setting the Indent Command, allows the user to chose the number of characters to indent.
- LETTER. Sets up an envelope form, includes the user's return address, also sets up a letter form with an inside address.

The macros on this 3.5" disk come from AUSOM Appleworks 20, 21 & 36.

Certainly a disk with plenty to offer any macro user.

Disk format. ProDos Source BRCC & NAUG Release Jul '91

AUSOM APPLEWORKS 3/06

MACRO KITS/LIBRARY INTEGRATOR

This double sided disc contains:

- Filecard Menu Construction Kit (automatic construction of filecard menus for AppleWorks)
- macro reference kit (organizes your macros)
- calculation of age differences
- date format conversion macros and accompanying SS calculator.
- Ram Patch for AppleWorks 3.0
- Glen Bredon's virus detector: Virus.Rx

FILECARD MENU CONSTRUCTION KIT

Using the familiar AppleWorks FileCard interface, this group of files for Ultramacros is designed to permit you to easily build a FileCard menu system(s) that suits your own needs.

MACRO REFERENCE KIT. The Macro Reference Kit will enable you to store your macro sets in a manner that is

easily referenced for future adjustments or modifications, as well as learning situations with new users. This Kit will prepare a line-numbered chart of your macro sets for easy and accurate future reference.

RAM PATCH V3.0 The Ramset program for Appleworks 3.0 is specifically for users of Auxiliary-slot RAM cards on an Apple IIe, or compatible cards for the IIc (MultiRam CX or Z-RAM). This patch, provided originally by Dave Gair, patches Appleworks to ignore some of the auxiliary banks so that they can be used as a RAM disk.

MACRO LIBRARY INTEGRATOR

The macros in Library Integrator represent a complete macro environment in which most AppleWorks users can work. It has some unique, interesting, and efficient procedures. You should read the documentation file, called "DOC.FOR.MLI"; it gives excellent descriptions and steps to use the macros.

There are approximately 150 macros in the Library Integrator files, all are conveniently grouped into separate library files. You can easily select the desired macros from these libraries to build an "everyday" macro library which you compile and use as your default macro set. There is also a handy Cross-reference sheet in a spreadsheet file called "MACS.MLI.XREF". This lets you quickly review all the macros on the disk and serves as a reminder of which keystrokes initiate each macro.

With this macro collection you will be able to easily create macro files for different applications. The library consists of twelve (12) files having macros for many AppleWorks command sequences, macros for users of TimeOut FileMaster, SuperFonts, Ultramacros, SideSpread, Pinpoint's Document Checker, Sensible Software's Sensible Grammar, Funk System's Sideways, macros for Apples with extended RAM, macros for the ImageWriter printers, a macro for the ImageWriter II with Orange Micro's ImageBuffer, and a BASIC language keyword macro set for you folks wishing to write programs in "screen mode" with the editing power of AppleWorks (AW) combined with the macro power of Ultramacros. A macro task file was included to give you immediate power to automatically build macro files while scanning the library.

The macros on this disk were previously released on AUSOM Appleworks 37 & 39.

Disk format. ProDos Source NAUG Release Jul '91

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Peter Garwood

Apple II new releases

I must start this month with a couple of apologies. Two disks reviewed last month were given the wrong numbers. AppleWorks Text Portraits/Travel should have been numbered AUSOM Appleworks 50. Cluster, the star simulation program, written by AUSOM member Robert Pascale should have been numbered AUSOM Miscel. 53. Please adjust your records accordingly.

Apple II software is getting harder to obtain and releases this month are few. It appears nowadays that most of the software being offered to Apple II users that is for distribution by Public Domain Libraries is being written by Shareware authors. Again we can only continue to stress on you the need for users of Shareware software to pay the Shareware fee when you are using the program. It is fast becoming the only way that software for Apple II computers is being released. If Authors of Shareware programs are not being paid they will soon stop writing programs for our computers.

The management committee of has discussions on how we at AUSOM can best encourage Shareware authors. We have considered selecting a Shareware author of the month and paying him 10c. for each disk we sell in the libraries that month. We are looking at the suggestion, that appeared in the newsletter, of opening an American bank account as well we are considering the number of other suggestions that you presented in the main meeting last month. The issue is also on the agenda for the AUSOM Forum meeting to be held on Sunday 9th June. The management committee is taking the Shareware issue seriously. Shareware is becoming the Public Domain lifeline and we at AUSOM intend to play our part to encourage Shareware authors to continue writing software for our computers.

As I said at the beginning there is little to offer the Apple II users this month. Whilst the number of disks on offer are few Trivia Wizard should indeed provide hours of fun and Bill Curries one and two-liners are always a delight.

AUSOM Games 90

Trivia Wizard

This is a game similar to Trivial Pursuit. Two or three players or teams can play. You move around the game board and attempt to correctly answer trivia questions. If you land on some squares, you'll lose a turn, others get you a daily double for twice the number of points. When you have enough points and land in the right space on the board, you can enter the Trivia Winners Circle and you'll win the game. All questions are multiple choice.

Side 2 of the disk contains a bonus program a sampler of the program I-Ching.
Disk format. Source BRCC G45 Release Jul '91

AUSOM GRAPHICS 60

GRAPHICS POTPOURI

This double sided disk was donated to the AUSOM disk library by AUSOM member John Mosley. The disk contains a number of Sketch, Draw, Paint, Picture Packer and other graphic based programs.

Side 1 contains MINESSOTTA MAP, GRAPHICS CREATOR, this allows you to create, save, load, print a Hi-Res graphic using a joystick, keyboard and mouse. SKETCH PAD, a Hi-Res sketch pad, CREST DESIGN, creates a simple graphic to the screen. FLAG, creates an American flag on the screen and plays simple music. IMAGE JUGGLER, allows you to load, display, inverse, combine, save and print a Hi-Res drawing. When you quit most programs you are returned to the cursor. Type RUN MENU to return to the main menu.

Side 2 of the disk contains POSTER BANNER & POSTER BANNER II, both banner programs that allow limited input. SUPERDRAW, moves shapes from previously defined shape tables, has instructions. SKETCH, like Etch-a-Sketch. Also on this side of the disk are, PIC PACKER, SKYWRITER, SKETCH PAD, MICRODRAFTER, LIFE and, HI-RES PAINT.

Plenty on this disk to keep you occupied.
Disk format. Dos 3.3. Source ISL Release Jul '91

AUSOM MISCEL. 54

SELECTED CURRIES

Another disk of one and two lines programs written by AUSOM member Bill Currie. The images achieved in one or to lines of BASIC have to be seen to be believed. Bill Currie's disks are a must for Applesoft programmers. Each program is a lesson on what can be achieved with simple Applesoft commands. On this disk are, THE TIME MACHINE, DON'T RUN THIS, MELBOURNE OZ, THE FLY and a lotto selector program LITTLE RIPPER LOTTO SELECTOR
Disk format. Dos 3.3. Source AUSOM Release Jul '91

New Releases

There are also 4 new releases of 3.5" disks of Appleworks macros. They appear elsewhere in this newsletter. I have taken the opportunity to combine a number of the previously released 5.25" Appleworks macro disks into topic specific macro sets. Of particular interest to some will be the Word Processor macro set for Footnotes and Grammar Checker and also the business orientated macros Accountant / Checkworks. AUSOM Appleworks numbers 3/03 to 3/06 are newly prepared disks.
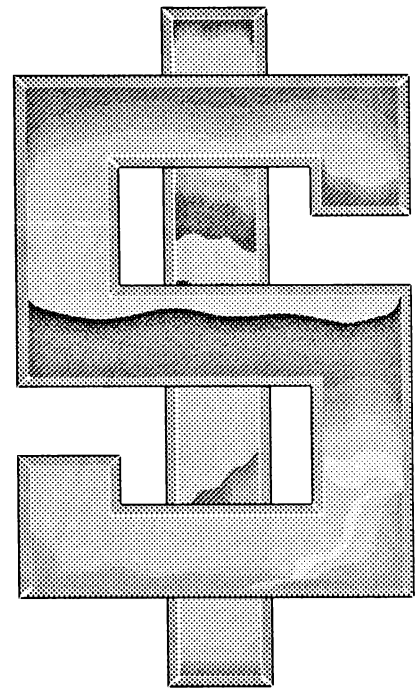
Special Demonstration

of Design Studio Version 2
by Bob Brice of Letraset Australia

on Saturday, July 6, 1991 at 3 p.m.
in Theatrette E108, VICTRACC Building

Members' Ads

For Sale

Apple //e extended 128K.
With Dou Disk Drive, Apple Green Monitor, Apple Super Serial Card, Speech Synthesiser, Pal 80 column 128K card. Over 50 disks, all cables, and most manuals. .... $1300 ono.
Ben Rashleigh 755 2192, 7pm to 9 pm.

ImageWriter II Colour printer with ribbon, manual, and cable for //e .... $690 ono.
Ben Rashleigh 755 2192, 7pm to 9 pm.

IIGS with 1.25 Mb RAM
3.5" and 5.25" drives, mouse, RGB monitor, joystick, large collection of original software, manuals and many other books $1800
Robert, 885 9332 (AH)

Apple //e cards, 64K/80 col, Taxan RGB II and
Apple PAL colour. .... $60 the lot.
Monochrome monitor (amber) $40
Graeme Berry, 375 1091

Original Mac Software. Complete w/manuals some in original Boxes.
Games
Balance of Power Fire Brigade Crystal Quest & Critter Editor Gauntlet Mac Ski Beyond Dark Castle
Other Software
Fontastic Plus V1.4 Q & D Utilities Vol.1 & Vol.2 Professional Type Fonts (bit map) Music Works Graphic Accents (bit map)
All Software $40 ea.; $70 for two; $100 for 3. 4 or more $30 ea.
Ring David Perry on 787 2865

Pre-loved Mac Books
Arthur Naimen: Macintosh Bible
1st Edition $20
Danny Boodman: The Complete
Hypercard Handbook $38
Microsoft Press: Midnight Madness $15
Lou Poole: MacWork, MacPlay $15
Cary Lu: The Apple Macintosh Book
2nd Edition $15
Jeffrey S. Young: Inside MacPaint $20
Ring David Perry on 787 2865

Controller Cards for IIE
PAL Colour Card & Cables $60
MODEM Card w/Program& Cables $90
SAM SPEECH Card w/Program $20
Hard Disk Card $90
Books
FORTRAN & Program $15
PASCAL & Program $15
LOGO (2 only for 20) or .... $15 ea.
Ring Claudio on 470 2230

RAM FACTOR (1mB)
for][+; IIE; 2GS (ROM 1.4)
complete with Manuals & Software $250
Ring during week days on 866 2431

SuperLaser V2.02 program w/manual. Disc still in sealed envelope $60
Ring Kevin Hurley on 885 5349
Fax 885 8036

VISUALIZER for IIGS
Spreadsheets Graphing Program, suit AW V2.0 or higher.
Original Software (unopened), cost $187 will sell for $30
Ring Stephen Davidson on 459 0036

IIGS Colour System
RAM 1.25mB; complete with 3.5" and 5.25" Drive.
ImageWriter2 colour printer, reference Books and Software
(PrintShop GS; MusicStudio; DazzleDraw etc. .... $2700 ono.
Ring Michael on 580 4179

1 Meg IIGS Memory Expansion Board—
Genuine Apple. $200
Original Apple IIGS Software—Most nearly new.
Alien Mind $40
Battlechess $45
Black Cauldron $40
Carmen Sandiego World $50
(with backup disks)
Designasaurus $40
Gnarly Golf $30
Gold Rush $35
Great Western Shootout $30
King of Chicago $30
Kings Quest I $40
Kings Quest II $40
Kings Quest III $40
Kings Quest IV $45
Laser Force $30
Leisure Suit Larry (Lounge Lizard) $40
Manhunter $45
Mixed Up Mother Goose $35
Police Quest $45
Print Shop GS $55
Reach For The Stars $35
Sea Strike $35
Silpheed (GS) $40
Space Quest 1 .... $40
Space Quest 2 .... $40
Strategic Conquest (GS) $40
Task Force $45
Thexder $40-
The Last Ninja $35
Tunnels of Armageddon $45
Ring Peter Rohde between 6 p.m and 8 p.m.
050 323411.

Apple IIe stuff for sale
Genuine Apple Computer (Addison-Wesley) manuals:
Apple IIe Technical reference manual $20
Applesoft Programmers ref. manual $20
Applesoft Tutorial manual $20
ProDOS Technical reference manual $20
Basic Programming with ProDOS manual . $20
Apple Pascal language reference manual . $20
S-C Macro Assemblers, original disks and manuals. These assemblers work in both the Dos3.3 and Prodos environments. The editor and assemblers are co-resident and the following microprocessors are can be programmed. 65c02, Motorola 6809, Motorola 6805 single chip .... $60 ono
Ring Doug A.H 338-6558 B.H 575-3304
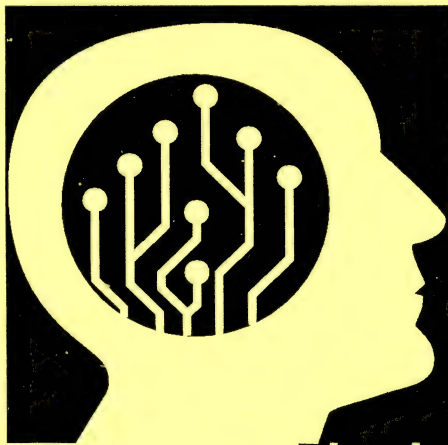
Wanted to Buy

Instruction Manual for AppleWorks V2.0;
Also books etc on use or application of same.
Ring Malcolm on (055) 611956
or write to Malcolm McGiven
68 Bostock Street, Warrnambool 3280.

For Macintosh
800K external Disk Drive
or 20mB HDSC.
Ring Randall on 826 9839

Computational Chronicles

ITEMS FROM THE PROFESSIONAL USERS GROUP

PUG activities are for those who use Apple computers in their work environment.

Do We Really Want Macintosh Clones?

by Michael Stringer

The April 1991 issue of Macworld International magazine featured the possibility of Macintosh clone computers. In late January, NuTek Computers announced that they have developed the three components necessary for a fully functional Mac-compatible computer— a chip set, an operating system and user interface software. They plan to license its products to original equipment manufacturers (OEM) that will build the actual computers.

Equipped with the NuTek operating system and user interface software, the new computers should run all well-behaved, 32-bit clean Macintosh applications, and work with nearly all the standard NuBus add-in boards and peripheral devices available from Apple and third-party vendors. NuTek claims the resulting machines will offer users enhanced features at lower prices than Apple's Macintosh machines. NuTek expects OEMs to make the first Mac-compatibles available by the end of the year.

Getting working products to market within a year will be a daunting task given the technical and legal problems facing NuTek. Like any software developer attempting to create the functional equivalent of Apple proprietary technology, NuTek must take every precaution to guarantee that the new code will be significantly different from Apple's.

MacWorld speculated that buyers will be able to purchase a Mac-compatible with a colour monitor, hard drive and 68030 proces-

sor for just over US$600. This price seems extremely optimistic, as it is thousands below the cheapest American prices advertised in Macworld. Also, they base their speculations on the fact that, like the cheap MS-DOS clones, the quality of the components is cut to a minimum.

There is no doubt, however, that Mac-compatibles would be significantly cheaper than Apple's Macintoshes. Consequently, the chances that the Macintosh market would expand considerably, and probably to the point where the vast majority of Mac users are running Mac-compatibles instead of genuine Macs. Chuck Colby, President of Colby Computer, who manufacture Mac-compatible computers, argues that if Apple hadn't guarded its ROMs so carefully, the Mac market might be three-times its current size. (The Macintosh ROMs are chips that contain the Macintosh Operating Software.)

But! Even though Mac-compatibles would be cheaper, would the overall savings be worth the probable long-term damage to consistent standards, integrated computing and technological advancement.

The tremendous lack of success of OS/2 in the MS-DOS market is partly due to the fragmentation of that market. The technological capabilities of MS-DOS are dismal. Consequently, many different companies have found their own ways of improving parts of it, and

their improvements don't all work together. This leaves users with many partial solutions that they can't use in any sort of integrated manner.

The addition of sound into practical personal computing is a good example. Sound is an insignificant part of the MS-DOS computing environment. This is because handling sound requires an integrated hardware and software solution. There is little standardisation in the MS-DOS market, so it is extremely difficult for one integrated solution for handling sound to become the only solution. This standardisation is essential if sound is to become a basic feature of using the computer.

On the Macintosh side, the Mac Operating System had been expanded to handle sound. Consequently, the Macintosh Operating System now has an integrated and standard method of working with sound that all applications can take advantage of. Many developers can now easily and reliably make use of sound in their applications. This is because that standardisation of handling sound greatly simplifies the task of development.

Developers now only have to concern themselves with what their application does with the sound that it will receive from the Mac Operating System. They don't have to concern themselves with how the operating system is going to record the sound.

Apple's control of the Macintosh Operating System allows them to ensure that it is the standard on which all Apple computers operate. It also allows them to expand and develop it to benefit Macintosh users. They have done this, as System 7 shows. Without such control over the Macintosh market, a product like System 7 would be too much of a gamble. IBM's and Microsoft's bad experience with OS/2 shows how significant technological advancement becomes almost impossible in a fragmented, non-standardised market.

Also, the cost reductions that clones may bring are not that significant when compared to the total cost of purchasing a computer system. Buyers can now put together a Macintosh system where the only Apple contribution is the core components of the CPU with its associated board of supporting chips and connectors, the power supply, the fan and speaker and the box they all sit in. All of the other major components of a practical computer system, such as monitor, hard drive, keyboard, printer and software are non-Apple. Because of competitiveness in these markets, such components are likely to be as cheap as technically possible.

For example, I recently bought a Macintosh LC for $3,500. The Apple component of the cost was about $2,200. Let's say a Mac-compatible of similar technical quality was $1,100 (I doubt it would be that cheap, as Apple are trying hard to be cost competitive.) After I add the cost of nearly $4,000 of software and $3,700 for a laserprinter, I would have saved at the most 10% on the total cost by buying a Macintosh compatible. Not such a major saving if I lose the ability to run System 7, which I expect to give me greater than a 10% increase in productivity over the current system software.

So, I am not convinced that the short-term benefits of Mac-compatibles would out weigh the extremely likely long-term problems that they would cause in the Macintosh market.

PageMaker for Neophytes Workshop

PUG News

Nina Netherway and Sam Snipe, two of the PUG committee and computer consultants to schools for the Education Department, organised and ran an excellent workshop introducing participants to PageMaker on the Macintosh. Zelda Martin and Pam Doughty assisted at the workshop so that the neophyte to oracle relationship was approximately four to one.

Sam and Nina's training took participants through important aspects of PageMaker such as:

- setting up columns and guides;
- placing text and graphics;
- controlling text blocks;
- controlling the screen;
- manipulating text and graphics.

All the neophytes enjoyed themselves and learnt all the important basics of PageMaker in the three-hour session. Hopefully, they now know that this powerful application is not as formidable as it first seems.

June Meeting

June was communication month, which was really too big a topic for one month. Our first session was a demonstration of the Pegasus Network system. Andrew Garton went on-line to this Byron Bay-based communication and information service to show PUG participants what this comprehensive system had to offer.

Pegasus Networks is dedicated to providing low-cost communications services for people and organisations working for change. Its services include electronic mail facilities for subscribers and electronic 'conferences' for the exchange of information about a tremendous range of current issues.

Pegasus Networks is a unique service, one that is not dedicated to computer news, racing tips or stock prices. It provides information about much more significant and broader issues, and represents a major alternative information source about the world.

From 3:00 until 5:00 pm, PUG concentrated on data transfer between computer systems. We covered four different paths: Apple //GS to MS-DOS, Apple //e to MS-DOS, Apple //GS to Macintosh and Macintosh to MS-DOS. All four paths required the same philosophy— a little knowledge of how each computer manages data and the right tools.

Data transfer requires an awareness of two aspects to data storage, the operating system of the computer and the file format of the application that you are using to manipulate the data. For example, computers running the MS-DOS operating system store data on disks in a different way from Macintoshes or Apple //s. But also, within the operating system of MS-DOS, Word Perfect (a word processing application) uses a different file format for its word processing documents than Microsoft Word 5. All the paths demonstrated tackled both these aspects of data transfer.

Peter Szabo demonstrated the PC transporter card on a Apple //GS. This card, which costs about $430, allows Apple // users to read and write data on 720K 3.5" MS-DOS floppy disks. It also allows Apple //s to run MS-DOS applications such as WordPerfect. Peter Malony demonstrated the FDC-10 disk controller card, which allows Apple // computers to use MS-DOS 5.25 or 3.5" drives. The Apple // computer was able to read and write both MS-DOS files and Pro-DOS files with the MS-DOS disk drives.

After the break, Pam Doughty demonstrated data transfer from an Apple // to a Macintosh. Pam demonstrated the first method, using Apple File Exchange and a Macintosh with a SuperDrive. Apple File Exchange is a data transfer utility that comes with all Macintoshes. It can read and write MS-DOS and Pro-DOS disks, and thus transfer the data into Macintosh disk format.

Michael Stringer completed the session with a brief talk about MS-DOS to Macintosh file transfer. He described four methods to transfer data from MS-DOS to Mac and back. In increasing order of cost, they are floppy disk transfer with Apple File Exchange, cable connection through the serial port with special software, connection across a telephone line with modems and a network file server. Michael said that he preferred to use the file translation capabilities built into various applications. This was mainly because they were directly related to his needs. Apple File Exchange doesn't contain many file translations, though additional translations can be purchased.

July Meeting

Theme for this month is disks; managing them, backing them up and keeping a track of what's on them. At 3:05 pm Greg Maren, from Melbourne Computer Consulting Group, will talk about safe guarding the data on your hard disk. His discussion will cover most methods to avoid data loss, starting from basic back-up regimes to more comprehensive issues like disk mirroring and duplexing.

Backing up data is an often over-looked task. Hard disks, though, are always much less reliable than people think. It is never a matter of if a hard disk will fail, it is a question of when.

After a break, at 4:05 we will have a discussion about organising and keeping a track of data on hard disks. Some PUG participants will tell of their favourite methods. The last half-hour of the PUG session will comprise a question and answer session about System 7 for the Macintosh as a lead up to our workshop on System 7 later in the month.

Macintosh System 7 Workshop

The PUG Half-Day Workshop for July will be on Macintosh System 7. System 7 is one of the most significant advances in the Macintosh market for several years. The aim of the workshop is to help and support users through the installation of System 7 on their Macintoshes, and then highlight some of the more significant new features.

The details of the workshop are as follows:

Date: Saturday, 13th July, 1991
Time: 1:00 pm to 4:00 pm
Place: Balwyn Community Centre, 412 Whitehorse Rd., Balwyn
Participants: Limited to 20

The first part of the workshop will step participants through the installation of System 7 on their computer systems. After a tea break (all provided), participants will then work through some of the highlights of System 7 in action. Topics covered will include:

Changes to Finder;
Publish and Subscribe;
TrueType;
Apple Events;
File Sharing.

Participants must bring their own Macintosh systems along, onto which they want to install System 7, or arrange to work with another participant. The minimum configuration required to run System 7 is 2,024K of RAM and a hard drive.

We recommend that participants back-up crucial data on their hard drive before attending the workshop. The installation procedure that we will follow doesn't remove the existing System software from your hard drive. So, if you are not happy with how System 7 runs on your computer, you will be able to return to using your existing System software in less than five minutes. To achieve this flexibility, you require about 5,000K of free space on your hard drive.

Apple state that System 7 is compatible with about 90% of the current Macintosh software, particularly the more popular applications and utilities. However, System 7 is not compatible with every existing application, INIT and CDEV. You may need to upgrade some of your software before it will run under System 7. Many of the major applications, such as Microsoft Excel and Word, Deneba Canvas, and Claris MacDraw Pro and MacWrite Pro now exist as new versions that make full use of System 7's new features.

Anyway, we expect that System 7 will dramatically improve the way you work with your Macintosh. It provides you more control and flexibility over your Macintosh and the way it works for you. To help you decide whether to attend the workshop, PUG will hold a half-hour question and answer session about System 7 in the July AUSOM meeting. It will from 4:30 pm, after the talk and discussion about hard disks.

Because of the number of disks that System 7 occupies (some 12 800K disks), we can't prepare installation disks for each machine, so the participants will need to ensure that they have the necessary installation disks. If you have any difficulties or questions about the workshop, please contact Michael Stringer on 889-0625.

Enrolment Form - Macintosh Half-Day Workshop - System 7

Name: _____

Address: _____

_____

Phone: _____ Postcode: _____

All participants, up to a maximum of 20, must bring their own Macintosh system on which they want System 7 installed. The fee for the workshop is $20.00

Cheques payable to 'AUSOM'

Please send enrolment forms and payment to Pam Doughty, 5 Raynes Street, Balwyn, 3103

Pat Murray

Slow and easy— does it nicely

I travelled down from Echuca for the June meeting specifically to learn about communication between Apples and the DOS world. It is the second monthly meeting for me and such a genuinely pleasant experience I may make a regular feature in my diary of "Events Not To Be Missed". The chance to put faces to names I corresponded with across the AUSOM BBS was too good to miss—and every bit as rewarding as I anticipated (where were you Ross Sheehy, my mentor and guide on the bulletin board, and Frank O'Connor, the droll one with the disconcertingly encyclopaedic knowledge of computers?).

Anyway, enough flattery and praise. The topic was, and still is, Mac connectivity with "messy" DOS (yes Peter Szabo I was able to ascertain the slight bias in your presentation). When Pam Doughty got up before the assembled throng and apologized for not being able to do her presentation at the same speed as Peter, I vowed then and there to pen my first article for AUSOM.

I may be a rank novice on these electronic substitutes for pencils and brains but I do know about presentation to groups.

The first presenter (my apologies for forgetting his name) did something about capturing blocks from DOS disks and translating them to Apple disks— I should confess here that I "think" that is what he did because I really didn't understand any of it. Oh I was impressed, but kept wondering if we were in the same country sharing a common language or not (the last time I had that feeling was in a University Calculus class).

Then Peter Szabo's quicksilver address and demonstration. Now we were almost in synch. When I had time to reflect on it later and review it in slow motion I really think I knew what he was showing. If not, at least it was nice to see a colour screen and listen to him slag the "other" world of computers. Humour really is a potent weapon isn't it? I find it hard to sympathize with someone though when he starts to talk about his secretaries. This could be the first time he has been a victim of the "tall poppy" syndrome—and I'm not even Australian!

Okay Pam, now it is your turn. There you were speaking slowly, calmly, and relating a bit of your personal life and how it lead you to discover the wherewithal to make your home computer read things it didn't seem to want to have anything to do with. No fancy macros flashing invitingly before my bewildered eyes. No screens full of Machine Language. Words with spaces between them and sentences with pauses. Slow and Steady was WONDERFUL! Thank you.

It's okay Michael Stringer, I am not ignoring you. You were the reason for my trip in the first place to watch and learn about linking Macs and IBM et al. The trip was worth it just for what I learned from that truncated session. Thank you for that and for your willingness to answer my questions. I never thought to tempt you with a free hamburger at MacDonalds up the road but only because I don't know enough about Melbourne directions to realise just how close it was. Not to worry, I had a sumptuous repast at the Golden Arches of Gourmet Dining.

My compliments to AUSOM for the way they have structured their meetings to meet the needs of the members. Let me take this opportunity to make public my offer to the executive to organise an AUSOM activity up here in Echuca. Sun, river, redgums, golf, fishing and COMPUTERS. Sounds like heaven doesn't it. Come on, ring your executive now and indicate your enthusiasm for such a weekend. The siren sound of poker machines should be reverberating in your ears. Personally I would like to see a demonstration of DataClub but am open to suggestions and direction from those who wish to avail themselves of the offer.

Nonsense proverbs?

Everyone has heard of the proverb 'A rolling stone gathers no moss' and 'An apple a day keeps the doctor away', but has anyone heard of 'A rolling stone keeps the doctor away' or An apple a day gathers no moss'? I guess not, but the below program will jumble some common proverbs into some strange and intriguing sentences.

Instead of proverbs, you may like to use people's names and something you might associate with them. For instance 'David needs his food'. What you would need to do is make up a number of them, divide the sentence into three parts and the program will jumble and print the rest to the screen or printer. (See how to set out sentence from the data lines in the program. Lines 500-590).

The parts in which you would change to suit your own ideas are lines 500 onwards. These are the data lines. If you look at the program listed below, you will notice that the proverbs have been divided up into three parts, separated by commas. Section 1 of the data line (before first comma), contains just an object or thing (e.g. 'A rolling stone'). The second section (data after first comma) consists of a verb (e.g. 'gathers'). Finally, in the third section, we finish off the sentence (e.g. 'no moss')

To make the program accept either more proverbs, (or less), you must change the DIM statement values to however many total sections there are (in example below, there are 10 data lines and 3 sections. Therefore 10 * 3 = 30). You would also need to change the value of 'I' in line 50 to read 'FOR I = 1 TO X' where 'X' is the number of data lines. Finally, you would need to add or decrease the number of DATA statements according to your new settings. That is, if you want a large selection, you would need to add more data lines.

Explanation of each program line:

1-10 REMinder statements. Serves no purpose other than to explain something

20 Sets the DIMensions of the A$ array to accept a maximum of 30 sections.

30 Sets the DIMensions of the B$ array to accept a maximum of 30 sections.

40 Sets the DIMensions of the C$ array to accept a maximum of 30 sections.

50 Sets 'I' to a value between 1 to 10. (the 10 data lines)

60 Tells the computer to READ into memory values from the data for A$,B$,C$

70 Loops program to read next value of I (i.e. does it 10 times) set in line 50.

80 RaNDomizes the combination for A$ (Section 1)

90 RaNDomizes the combination for B$ (Section 2)

100 RaNDomizes the combination for C$ (Section 3)

110 Clears Screen. Moves cursor down 12 vertical lines

120 Prints whatever A$ is, then B$ then C$, with a space separating the sections.

130 Asks if you want to repeat the program again. (Accept first keystroke)

140 Checks to see whether key enters was 'Y' or 'y' for yes. If so, loop back to line 80

150 Ends program.

400 Another REMinder statement.

500- DATA lines containing the proverbs.

Listing

```
1  REM   *******************
3  REM   * NONSENSE SENTENCES *
5  REM   * BY *
7  REM   * GRANT KWAI *
9  REM   * 1989 *
10 REM   *******************
20 DIM A$(30)
30 DIM B$(30)
40 DIM C$(30)
50 FOR I = 1 TO 10
60 READ A$(I),B$(I),C$(I)
70 NEXT I
80 A = INT(RND(1) * 10 + 1)
90 B = INT(RND(1) * 10 + 1)
100 C = INT(RND(1) * 10 + 1)
110 HOME: VTAB 12
120 PRINT A$(A);" ";B$(B);"
    ";C$(C);" ";
130 PRINT:PRINT "TRY AGAIN? "
    ::GET D$
140 IF D$="Y" OR D$="y" THEN
    GOTO 80
150 END
400 REM * DATA BEGINS HERE *
500 DATA A ROLLING
    STONE,GATHERS,NO  MOSS
510 DATA AN APPLE A
    DAY,KEEPS,THE  DOCTOR AWAY
520 DATA TOO MANY
    COOKS,SPOIL,THE  BROTH
530 DATA A STITCH IN
    TIME,SAVES,NINE
540 DATA A BAD
    WORKMAN,QUARRELS,WITH  HIS
    TOOLS
550 DATA GOOD WINE,NEEDS,  NO
    BUSH
560 DATA EVERY CLOUD,HAS,A
    SILVER LINING
570 DATA MANY HANDS,MAKE,LIGHT
    WORK
580 DATA ONE GOOD
    TURN,DESERVES,ANOTHER
590 DATA TWO HEADS,ARE,BETTER
    THAN ONE
```

Randall Berger

Kid Pix: Itz Nix Juzz 4 Kidz

Once in a while an application comes along which celebrates the distinctive pleasure known only to Apple and Macintosh users that is referred to as the "Graphic-Human Interface" or some such mumbo jumbo. This is the point, press, drag and shoot technique that we take for granted and which MS-DOS users and developers constantly marvel in and try to emulate.

Kid Pix is just such a program. Ever let yourself go wild and scribble with a commercial paint application? Put funny glasses on a face? Wanted to try your hand at modern art? Now you can and it feels great! It is therapy. It is creativity. It is free expression. It is pure joy. It is the light relief we all need from the serious worlds of Quark or PageMaker or the Microsofts.

Kid Pix is not just for kids. Not by a long shot. My kids have to fight me to get on the Mac when this is running. You will find it very difficult to resist. If this program is just for kids, it is for those under 100 years old.

Kid Pix was developed by a chap called Craig Hickman of Eugene, Oregon, in the American North West. He did it for his son Ben, 3 years old when the first version was developed but probably 5 or 6 now. Hickman's rationale for developing the program was that his son, who loved to dabble in a fully featured paint program, would launch DAs, move windows and probably trash files. As a father of 3 and 5 year old Macheads myself, I can fully sympathise. I can also say how much in awe I am of this man for producing such a fabulous and complete program as a labour of love for his kid. People, he has laboured for all of us.

Well, Craig Hickman has obviously cashed in his chips and is dining out on the fruits of his labour. Good on him. Brøderbund, one of the world's most innovative developers, nurturers and dis-

tributors of educational and entertainment software, has added it to its stable. Brøderbund's stable already contains such all time greats as the market leading Carmen Sandiego, Ancient Art and Sim series, Print Shop, Typestyler, The Playroom, Shuffelpuck Cafe, the Calculus/Geometry/Physics packages, Type! and many more. This should be a big seller for them, in both the private and schools markets.

Kid Pix is the fully expressive paint program which I believe Bill Atkinson may have been thinking of when he first developed MacPaint. In fact, Kid Pix is pretty much an extension of the MacPaint concept and design. It can do all of the straight stuff, and then some really off the wall tricks. The tools it contains, many of which are completely automatic and effect the entire picture, are incredible. This is really a fully featured, lower end modern art paint application, disguised as a program for kids.

This application, billed as "The Paint Program Just For Kids!", is for the child in all of us. It is the doodle pad of the 21st century, a box of crayons, some finger paint, spray cans, buckets

of goop and the ability to unleash a wickedness you thought you'd lost years ago.

Two fully Macintoshed commercial graphic artists I showed the program to (in exchange for allowing me to test drive it on their new IIsi), said they will seriously consider buying the program and using it to add quick special effects to conceptual illustrations. They weren't kidding about Kid Pix, either.

Any of you who have revelled in the FreeWare Kid Pix since it appeared unheralded in our midst a few months ago will know what I am talking about. Those of you who have not, here is a brief introduction:

Kid Pix is configured much the same as MacPaint, Super Paint and several other paint/layout programs: You have tools ranged along one margin and palettes of patterns or colours along the bottom. The traditional Menu runs along the top. You have a clean "canvas" to work upon, sometimes with scroll bars to access the total image.

In the case of Kid Pix, tools are things like leaking pens, 3-D squirts that look suspiciously like poo, rubber stamps of familiar and new picture
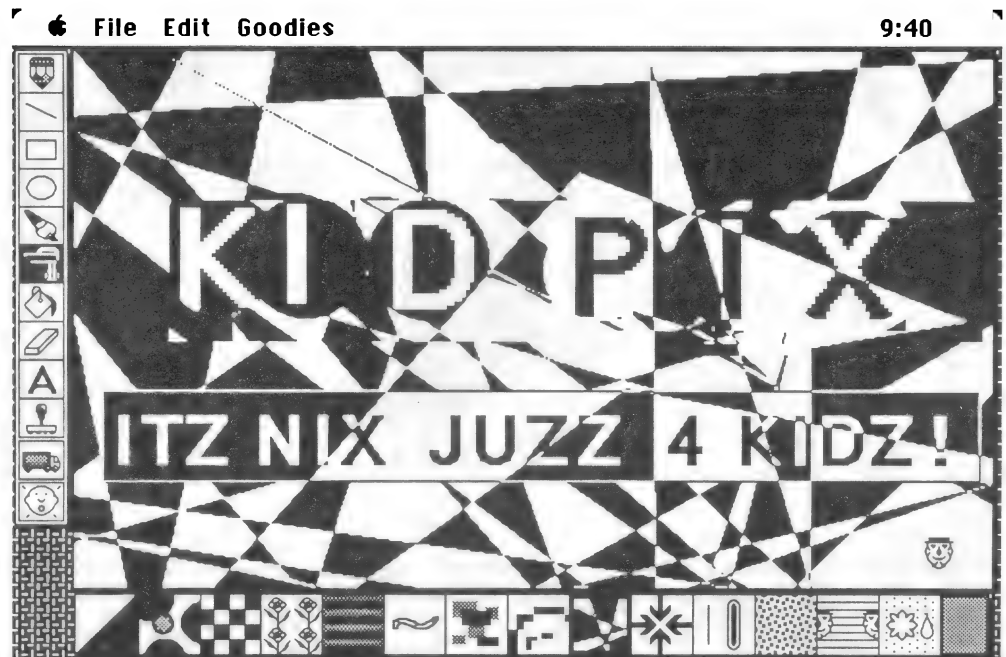
fonts, and treatments which effect the whole image... break it up, shatter it, fuzz it or blow it to smithereens. It is almost completely mouse driven. Bodies of text must be imported. You can create complete scenes and pictures, or you can go absolutely mad and develop a total fantasy.

Here are some of the tantalising highlights of the commercial version of Kid Pix:

The "Rubber Stamps" demonstrate that this program is pure Macintosh: All of the Cairo, Mobile, Dingbats, etc. picture fonts are here, in the most amazing colours, plus several dozen more. You choose the Rubber Stamp tool from the margin and choose an image from the rows along the bottom. Where you take the cursor and press, that stamp remains. Stamps over stamps make for heaps of fun. There are over 60, plus you can adapt, import or create your own with Stamp Editor.

There is another great tool called the "Electric Mixer" which allows you to transform your drawing in 14 different crazy ways. My favourite is Broken Glass, which shatters the drawing into jagged positive/negative pieces. You can repeat your image with Wallpaper, break it into Shadow Boxes, invert colours with Night and Day or Zoom In to a portion of the picture.

Wacky Brush and Wacky Pen offer dozens of different effects, from Leaky Pens to Pine Needles to Drippy Paint. With one selection, intricate trees lit-

erally sprout wherever you "plant" the brush. Of course, everything is in full colour, or rainbow if selected. You also have the standard Line, Rectangle and Oval tools for creating precise shapes.

Undo-ing is easy, just hit the crying baby icon (or Command-Z) and the last movements are eliminated. The Moving Van lets you lift a section of your picture and take it wherever you want.

And the supreme pleasure is that which the range of erasers gives you. Apart from the usual variety of eraser shapes, there are nine exquisite ways to destroy the entire picture. My kids love the Firecracker, a sputtering double-bunger which you set off like an all consuming atomic bomb. Or the Black Hole which swallows up everything. Or Drop Out, where your picture falls away to nothing. Fade Away is just that. And Count Down, which finishes on today's date and time, is great. Hidden Pictures progressively reveals an often intricate picture as your effort is erased. This also makes for a great start to yet another picture! This is so much fun I rarely store anything!

You can record and play sound and voice with your files, using MacRecorder or the in-built sound capabilities of the new LC or IIsi Macs. You must be running System 6.0.7 or higher.

You can set the application on "Small Kids Mode" which hides the full menu bar. In Multifinder, it puts a "bib" around the application, putting the background off limits. The colour palette can also be truncated to 16 colours, making it easier for smaller kids to distinguish between and choose colours.

Kid Pix comes with two Alphabet Files, which provide the program with a talking alphabet. When using the Text Tool, each letter will be spoken by an amazing range of real and character digitised voices and choruses when chosen. There is a second Alphabet File in Spanish, pretty useless here, though a boon to parents in America where Spanish/Mexican is practically the second language in many states and the most studied foreign language in schools. Unfortunately, Z is "zee" and not "zed", further spreading the Sesame Street Syndrome amongst our kids.

You can import pictures, icons for rubber stamps and blocks of text via the scrapbook, a great extender to the capabilities of this program.

And everything you do within the program has an associated sound effect... crashes, tinklings, scrapes, musical instruments, truck motors, splashes, erasers rubbing, squirts and of course the real human voices saying things like "Oops!" or "Oh, no!" when

KID PIX

I ♥ KID PIX!

KID PIX developer Craig Hickman & son Ben, age 3
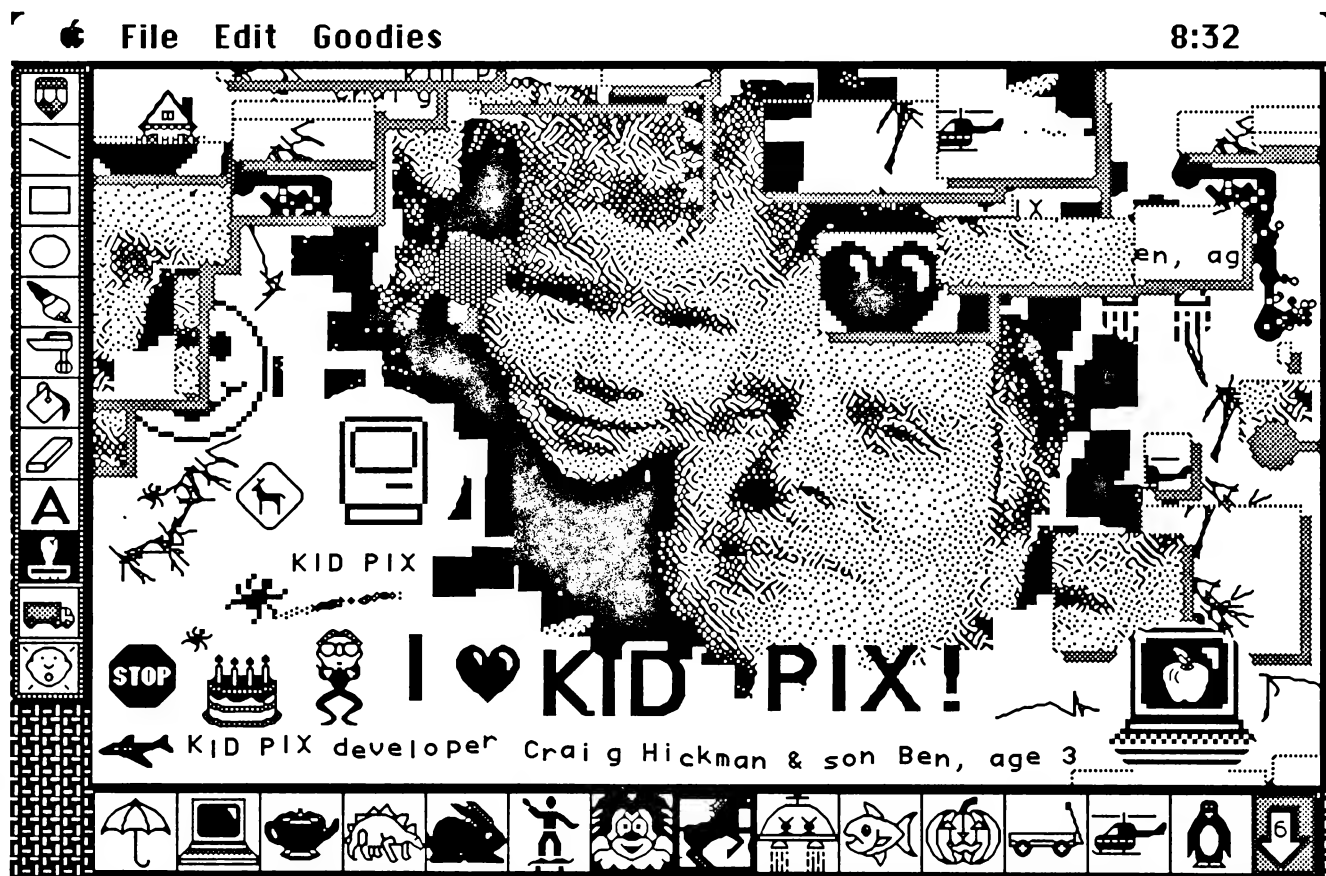
you undo. These are all real sounds, too, hence the size of the program. This added touch makes the commercial Kid Pix a real joy to use.

You Can Try Before You Buy: The Kid Pix Development Version is available on BCS 181 or BCS Education F.

Kid Pix offers Mac users a unique "try before you buy" opportunity. When Craig Hickman was developing this program, he released a pretty complete version as Macintosh "FreeWare" in late 1989. It first surfaced at AUSOM in July 1990. This is where found and fell in love with it. AUSOM Mac users will find it on "BCS Disk 181" (July 1990) or "BCS Education F" (March 1991), available through the Macintosh Software Library.

Having now been completely blown away by the Commercial Version, I realise how very, very limited the Free-Ware version is. While it is fully enabled and much more complete than any demo I've ever seen, it is still a shadow of the later model.

I would encourage anyone not too sure about forking out $72.00, postage paid, to our mates at Logical Connections ($80.00 to everyone else from Dataflow) to try the $7.00 AUSOM disk first. I'm absolutely sure that once you're hooked, the Commercial Version will soon be making its way up your wish list.

The differences between the FreeWare and the Brøderbund version is considerable. For a start, the commercial version is full colour, with an extensive palette. It is also full "sound", with effects and digitised real voices for all tools and letters. There are many more new and interesting tools, and a squillion more rubber stamps, as well as the ability to grab and make your own. The commercial version also works with a number of printer drivers. The FreeWare version has limited tools, limited printing ability, no sound and is straight monochrome.

The commercial package is contained on 2 x 800K disks with no System f, therefore you will require a hard disk if you wish to run this system in all its loud, colourful glory. The programme does, however, provide dual disk drive Mono Mac owners the in-built ability to go on a "diet" (their word, not mine), trimming itself of colour capabilities to enable the mounting of everything on two disks with a Minimum System f installed. This is a permanent process, so only do it on your back-up copies.

The commercial Kid Pix is not copy protected, including the password/Serial Number technique Brøderbund have been using on some later editions even though the company has been a steadfast proponent of some form of protection.

Kid Pix is compatible with Mac Plus on up, must be running on System 6.0 or higher and requires 1Mb RAM and dual 800k Disk Drives or a Super Drive for Mono Macs or 2 Mb of RAM and a hard disk for colour systems. The documentation is very thorough and there are also a few dozen colour stickers to put around the place.

On the "About Kid Pix" message on the FreeWare version, Craig Hickman actually offers to send a copy of the "commercial version" to anyone sending US$25.00. This must have been before Brøderbund put his remarkable application in their stable. I actually doubt if the offer is still valid. I worked it out and US$25.00 would not be that much cheaper than AUS$72.00 after currency exchange, bank fees, postage, freight, etc. Frankly, I'd opt for the Logical Connections AUSOM member discount of 10% off the Dataflow price of $80.00 and receive Australian backup and service into the bargain.

Like I said, I fell in love with Kid Pix when it was free and even more so now that I've had my mouse on the commercial version. Many of you will say, as the old saying goes, "Why pay for it when you can get it for nothing?" Well, all I can say is another old saying: "You get what you pay for." The Kid Pix commercial version is worth every penny, especially when it's 10% off.

Try it, you'll like it. Buy it, you'll love it.

◆

Michael Levine
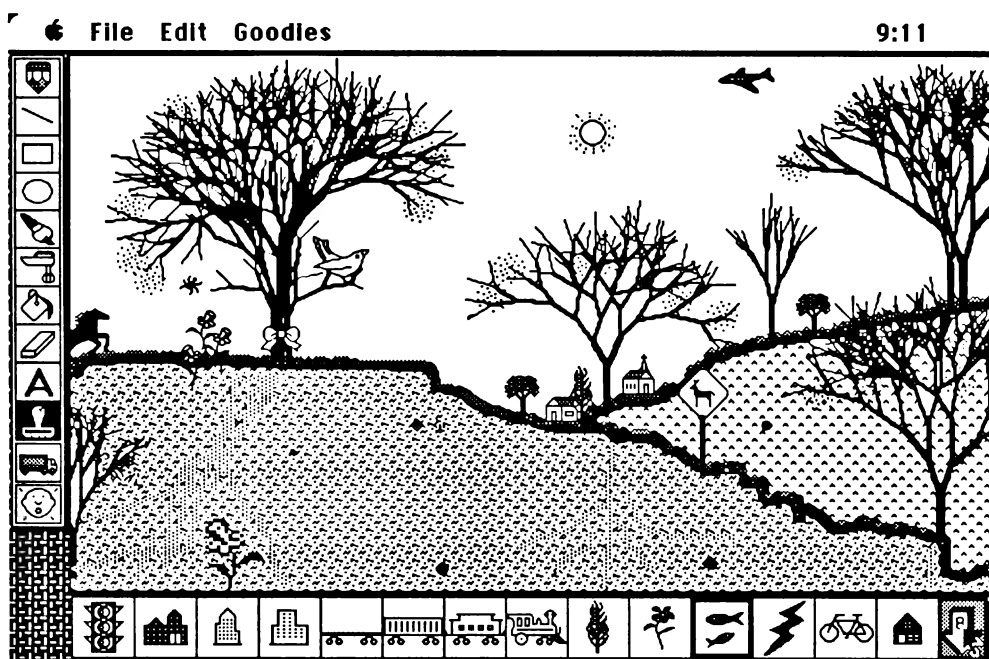
Apple //GS Public Domain For July

July and The Disks Keep Coming

Lots of information in the disk notes this month, with a bit of emphasis on the new Midi Synth tools and how to use SynthLab graphics slide show, ShowPic5.6 and Second Chance. Also a full featured sound editor disk and wave bank creator, a superb preview of a shareware animator, clip art (old and new), two games disks, a Horoscope, probably the best ever Grab Bag (including an NDA word processor), a programmers disk, slides and sounds.

Texter v1.1 on WP 01 released June

Version 1 was a last minute addition to WP01 released in June. I tried to change that disk to include this latest version but it was too big to fit. So I have included it on Grab Bag 16 this month. See June notes for most details—this month's notes details only the changes. You also get BET—the Big Edit Thing—a full blown NDA word processor.

TransWarp GS 32k cache upgrade

I have installed the upgrade and found the speed increase to be anywhere from 14% to 20%, which is noticeable on calculations. I received ROM version 1.8 something (it's installed and I can't read it without removing other cards) and found the installation quite simple, with only a little difficulty to first remove the CPU from the mother board and then the sub assembly board from the TransWarp. The cutting of two traces was the only "extreme care" part—not being sure if you have cut through enough or too far. Two attempts to get that right—better not to cut too deep first. Now I will wait for the 10 Mhz upgrade. I had contemplated a Zip Chip with the lot, but having found all my Applied Engineering products work

without any trouble, I decided to go the upgrade route.

The Disks

10 disks this month brings the library to 282 disks.
- Animate 06—projector with actors and scripts, plus multi juggle
- Clip Art 5—49 black and white dinosaur screens, and 10 colour and black and white space screens with a brand new viewer to look at them
- Games 53—Elevators, Memory Cards, GoldenBug and Golem
- Games 54—Hearts and Wisconsin Rummy—professional—self booting
- Grab Bag 16—WP, Eyes, Load, Next, Security & ShowPic5.6 NDA's, plus Texter WP v 1.1, Crypto, Fonts, FontInvert, GS Spy, HP & AWP, 2nd Chance
- HoroscopeGS—self booting, generates Birth horoscopes. Designed to bridge the gap between the vast bulk of astrology books and practical applications.
- Programmers C, Orca and More—a shrunk file of 112 originals (about 1.2 Mb), including an archive file containing about 60 macros
- Slide 15—33 new 3200 colour pictures
- Sound 09—Acer plus—this disk has some new material with a particular emphasis upon space exploration plus other sounds.
- Sound Utilities 01—AudioZap a stand alone "full-featured sound recording, playback, and editing system" plus SynthLab™ Wave Creator/Editor

To the details:

ANIMATE 06

SAP—Projector

From the programmer of Columns comes a new demonstration programme using a Projector for actors, backgrounds, scenes and sounds. Make your own movies (well not yet—this is a demo). Welcome to SAP! Starting with talking animated

face on your small GS screen to moving graphics, sounds, voices and actors. It borrows from Take 1 and Art & Film Director but will be shareware when finished.

It is self-running; just execute the PROJECTOR S16 file from GSOS, and let her rip! If you press a key during the demo, action will pause. Press another key to resume.

Pressing ESCAPE will quit the demo. The demo is over when the mouse button is sitting on the screen. Just press a key and you'll return to the launching program.

Multi Juggle and Animate

One of the best animation examples—launch the Anishow System 16 programme in the Animate Folder from the finder.

CLIP ART 5

49 black and white dinosaur screens, and 10 colour and black and white space screens, with a 1991 Super Hi Res viewer to look at them. Use the black and white drawings and photos as clip art—great range.
The viewer is very clever.

SHR View v3.1

ShareWare > So please send some cash! Ronald E. Mercer, 8484 Prospect St., Mentor, Ohio, USA, 44060.
SHR View [SV] is a slide show program for the Apple IIGS. Since this program is a ProDos 8 system file, you can run it from either ProDos 8, or GSOS. SV will display ALL major types of Apple IIGS images, and a few Apple IIe images.
$C0 Paintworks 1.0 $C1 Raw Image Data (Screen Pic)
$C0 PackBytes $C1 3200 Colour Screen
$C0 Apple Preferred
$C0 Paintworks Gold 640 $C2 Paintworks Animation
$C0 3200 Colours (New)
BIN French APP 3200 Colours
BIN Hi-Res

BIN Double Hi-Res (single file)
BIN 3200 Colour Screen
BIN ComputerEyes IIGS Raw Data (old)

Along with SV, there is a small configuration program which will allow you to control some of the ways with which SV operates.

You can change the following items:

- Continuous Slideshow—This option will make SV display images in a continuous manner. When the last image is displayed it will start over with the first image again. This process will be repeated until the viewer presses ESC. All keyboard/mouse options are available during a continuous slideshow.

- Display Filenames—This option controls whether SV displays the name of an image before it displays it on the screen.

- Display SHR View Title Page—This option controls whether SV will display its identification (or title) page before the slideshow starts. If the title page is turned off, a small ID will still be displayed in text.

- Seconds for Timeout—This option controls the timeout option. This option will make SV wait x seconds before advancing to the next image. If the seconds are set to 0, then the timeout will be disabled. If the timeout is activated then SV operates as normal, except a timer is turned on—so if after x seconds the mouse button hasn't been clicked, then SV will go on to the next image anyway. If an image is being scrolled the timeout will still be active, and if auto-scrolling is on, then the timeout is disabled during the scrolling.

- Auto-Scrolling—This option will scroll images that are larger than the screen automatically. When the image has been totally scrolled SV will wait around a second, then it will advance to the next image. While the image is being scrolled all of SVs commands are available, except for mouse movements.

While you're viewing a slideshow, you have the following options available to you:

1) Clicking the mouse button will cause the next image to be displayed.

2) Pressing ESC will stop the slideshow and you'll exit SV.

3) If you have a red border, you may move your mouse to scroll through the image on your screen. Some images can be scrolled up and down (1x2), others, left and right (2x1), and some can be even scrolled both up and down AND left and right (2x2).

4) If you wish to see a specific image, or to just see what's available, then press the SPACEBAR and you'll be given a list of the available images. Use your mouse (or keyboard) to highlight the image you wish to view and click the button—the slideshow will start back up with the image you selected. If you change your mind while selecting a file, just press ESC and the slideshow will start up where you left off.

The catalog of pics:

```
ALLOSAURUS,   ANKYLOSAURUS,
APATOSAURUS,   BONES,
BRACHIOSAURUS,   BRACHYLOPHOSAUR,
BUZZ.ALDRIN,   CAMARASAURUS,
CERATOSAURUS,   CHASMOSAURUS,
COELUROSAURUS,   DACENTRURUS,
DEINONYCHUS,,   DEINONYCHUS.1,
DILOPHOSAURUS,   DIMORPHODON,
DINO,   DIPLODOCUS,   EARTH,
EARTHRISE,   ELSAMOSAURUS,
FANGSTROPHEAS,   HEAD.PICTURES,
HORSESHOE.CRAB,   JUPITER,
KENTROSAURUS,   LAMBEOSAURUS,
MEGALOSAURUS,   MIXOSAURUS,
MONOCLONIUS,   NEPTUNE,   NEPTUNE2,
PACHYRHINOSAUR,
PARASAUROLOPHUS,   PENTACERATOPS,
PENTACERATOPS.1,   PLIOSAURUS,
PROTOCERATOPS,   PTERANODON,
PTERANODON.1,   QUETZALCOATLUS,
RHAMPHORHYNCHUS,   SENOSAURUS,
SHUTTLE,   SMALL.PICS.1,
SMALL.PICS.2,   SMALL.PICS.3,
SPACE.WALK,   SPINOSAURUS,
STEGOSAURUS,   STEGOSAURUS.1,
STRUTHIOMIMUS,   STYRACOSAURUS,
TRICERATOPS,   TRITON.CRATER,
TRITON.LAVA,   TYRANNOSAURUS.1,
TYRANNOSAURUS.2,   VELOCIRAPTOR
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GAMES 53

This is a disks of games that must be launched from the desktop (there was no room for the System on the disk due to the size of the Memory Cards programme).

Memory Cards

A large programme in the concentration mould with optional 1 or 2 players—probably the best version yet. It has sound effects, great graphics, Hall of Fame, timer and 2 levels. The instructions are in the programme. Great for the younger set.

Elavators vers 1.0

Elavators (sic) is a simple game to play. Just use the right and the left arrow keys to move your man back and forth on the screen, avoiding the elevators that move up and down. After you start running, you can't stop, unless you come upon a wall. To wait for an elevator to go by you must alternate running right and left quickly. When you get complete across a level, you will climb the ladder up to the next level. There are 8 building, each one having faster elevators!

"It was written in APW assembler and I will give out the source code if anyone is interested. It is ShareWare. If you love it, send $10; if you hate it, deleted it, and if your middle of the road, give me $5 Paul Wasson"

Goldenbug

is a joystick game that can be fun. Turn down the speed in the control panel if it is too fast. You are a bug that eats, and grows bigger, but watch out for the Gold (red?) bug and others.

Golem

is another game from the Goldenbug programmer. Same applies as above—this time you are a tank. I had difficulty with this game—see how you go.

Both "G" games are $10 shareware.

GAMES 54 HEARTS AND WISCONSIN RUMMY

These two games are in the series put out by Bill Hamshire. The disk is self booting and the games are shareware at $10 each or $5 if you have registered a previous game Sheepshead, Euchre (released on Games 29) or Solitaire. Send the fee to Bill Hamshire, 975 Moundview Ct., Platteville, WI 53818 USA. Compare this game of Hearts with that programmed by a different programmer on Games 30.

Hearts

The object is to get the least amount of points. The player with the least amount, when another player or players have reached the final score, wins the game. The final score can be set to either 100 or 200. You get one
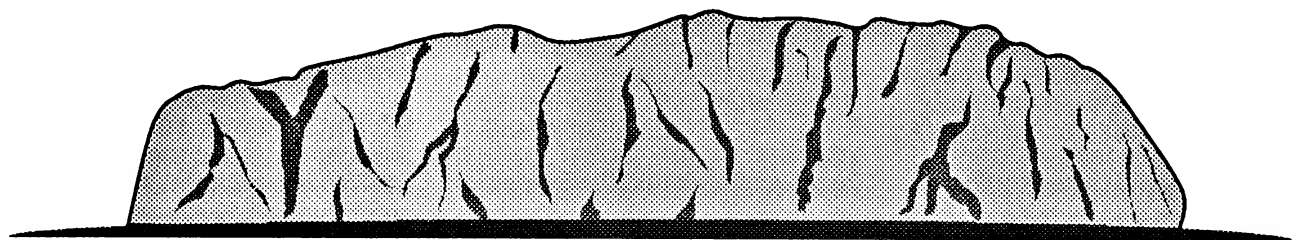
point for every heart you take in. The Queen of Spades is the equivalent of 13 hearts so there are a total of 26 points on each hand. If one player can get all 26 "hearts" however, that player receives 0 for the hand and all other players get 26 points.

Ten [thirteen] cards are dealt to each player. Each player then chooses three cards from their hand to pass to another player. The destination of these three cards is displayed in the upper left corner of the screen. Many more details on disk.

Wisconsin Rummy

This game is a cross between Rummy Royale and Michigan Pool. The rules are quite simple. Each of three players and a dummy hand start with 13 cards. At the start of each hand every player puts one chip on each of the 12 "pay" areas. (This is done automatically by clicking your stack of chips.) The objective is to continue to collect chips and have the most accumulated when one player runs out or one player gets more than 250 chips. Each player starts with 100 chips. The player with the most at the end will receive all of the chips left on the board. A running total is kept for all games in the stats window. Much more detail on disk.

GRAB BAG 16

I think this is one of the most diverse and useful Grab Bag's that I have compiled—something for everyone—read on.

Big Edit Thing v1.0a4 NDA

Note this is shareware. Those who use BET must register with the author for $10.00 (American). Jim Murphy, Apartment A-412, 3500 Powelton Avenue, Philadelphia, PA 19104-2464, USA—phone 0011 1 (215) 387-3521

Big Edit Thing (BET) is a powerful New Desk Accessory-based word processor, designed to work under Apple IIGS System Software v5.0.3 or newer. It supports loading, editing, and saving files in a number of popular file formats including; Text, Teach, ORCA/APW Source Code, and AppleWorks (v1.0—3.0). It currently only supports one ruler, but it allows multiple fonts, sizes, styles, and colours throughout a document. Some of the other features include:

—In-window menu bar with full keyboard menu equivalent support
—Multiple ruler formats including inches, centimetres, and pixels
—Rulers automatically re-format to reflect current printer setup
—Variable-interval auto save feature

—Powerful Find/Replace movable modal dialog
—Document printing
—Optional 'live' character count
—Optional automatic word-wrap
—Optional intelligent cut and paste
—Resource based interface

If you have already saved your document, or you have loaded a pre-existing document from disk and you select 'Save', BET will automatically save your document as it is named, in its current file format. The save dialog also has a pop-up menu from which you can choose the format in which BET saves your file. BET has a powerful feature, selectable via 'Preferences...', that allows you to specify minute intervals that BET will attempt to save your document. The 'Page Preview...' is an option that allows you to view miniature versions of your document's pages before printing (not yet implemented).

The 'Find/Replace...' feature allows you to search for, or replace, specific text strings throughout your document. The search starts from the current cursor location or start of a selection range.

Business Cards Postscript

This is a Postscript program that will print an A4 page with 8 business cards of your designing. Simply fill in the blanks near the start of the program with your name, phone number etc., with an ordinary text editor and save it as a plain text file. This text file can then be down-loaded to a postscript printer from which ever computer you happen to be working on at the time.

Cryptograph

Shareware. "If You think that Cryptograph is the program where You all time waiting for, and You will use it. So, test it for 2 weeks and then send 10$ to Tom Tooly Software BERLIN, c/o Theo Schneider, Babelsberger, Str. 40, 1000 Berlin 31, FRG.Cryptograph works on an enhanced Apple //e, //c or //GS with ProDos 8 V1.8 or higher.

The sense of this program is that you can protect your file or data for any person.

P > set new prefix for Cryptograph
F > set new name for file to code or decode
S > start do code a file.
If You don't set the filename and/or the password, so
Cryptograph will ask You for it.
D > start do decode a file
If You don't set the filename and/or the password, so
Cryptograph will ask You for it.

N > set a new password. The password can be 15 char long.
There are all characters except >RETURN< allowed.
This means You can also use some ESC or CTRL characters.
C > a simple catalog function
? > look to the name of the author
Q > quit the program".

Eyes NDA

This is an interesting NDA called Eyes which is similar to one on the Mac. Two eyes in a window watch your pointer as you move it around the screen. They blink and everything! If you don't move the mouse for 20 seconds or so, they will "sleep" until you do.

Fonts

I have collected a few more fonts recently. Also an anonymous provider of a folder of fonts says "These are the fonts from the Mac System Disk that Apple 'accidentally' left off the GS System disk. Just put 'em in *:System:Fonts".

Of course there are 17 font disks available in the GS library—and there is a print out for inspection at the meetings.

Using the Word Processors and NDA's on Disk WP01 from the June disks you can load extra fonts after you have moved to your favourite PD or commercial word processor and even if you don't have a hard disk.

Fonts that I have collected
```
BASEL.48, EDMONTON.12, EDMON-
TON.14, EDMONTON.16, EDMON-
TON.18, EDMONTON.24, EDMON-
TON.36, EDMONTON.48, EDMON-
TON.7, EDMONTON.72, EDMONTON.8,
EDMONTON.9, MOUSETEXT.10,
SLLIHVEB.10
```

Fonts left off the System disk
```
ATHENS.18, CAIRO.18, COU-
RIER.14, COURIER.18, COU-
RIER.24, COURIER.9, GENEVA.14,
GENEVA.18, GENEVA.20, GE-
NEVA.24, HELVETICA.14,
HELVETICA.18, HELVETICA.24,
HELVETICA.9, LONDON.18,
LOS.ANGELES.12, LOS.ANGELES.24,
MOBILE.18, MONACO.12, MONACO.9,
NEW.YORK.10, NEW.YORK.12,
NEW.YORK.14, NEW.YORK.18,
NEW.YORK.20, NEW.YORK.24,
NEW.YORK.9, SAN.FRANCIS.18,
SYMBOL.10, SYMBOL.12, SYM-
BOL.14, SYMBOL.18, SYMBOL.24,
SYMBOL.9, TIMES.14, TIMES.18,
TIMES.24, TIMES.9
```

Font Invert

Here's your chance to turn those fonts upside down, save them and then use them in your own word processor.

GS.Spy.2 Permanent Init. File

This is a neat programme, although the ALERT can shock you. "This program is FREEWARE! So you have not to pay

any money. But if you like it, you can send me anything (blank disks, your nice utility, digitized photo of your girlfriend and so on...)." —Jean Pierre Charpentier, 24 rue des Tilleuls, 78210 Saint Cyr l'Ecole, FRANCE

To install GS.Spy.2, copy the PIF file GS.Spy.2 into the folder *:System:System.Setup:, copy the ICON file GS.Spy.2.Icon into the folder *:Icons:, where "*" is the name of your startup disk. Reboot the computer. Installation is finished.

1: GS.Spy.2 looks at ProDOS16 or GS/OS (not ProDOS8). Each time ProDOS16 or GS/OS run, GS.Spy.2 informs you lighting on a small green or red icon to the left of Apple logo. Green shows you a READ from disk, red shows you a WRITE to disk. If you are in text mode you will see a R(ead) or W(rite) character in the upper right screen corner. It is equivalent to LED on Disk][, 3,5 drive, hard disk and so on.

2: GS.Spy.2 intercepts Erase and Format commands. Each time GS.Spy.2 meats (sic) one of this commands it alerts you strongly. GS.Spy.2 cry out "- Alert Alert -" and stops all operations in your computer. At this time you have two choices:

- You accept the command and you type RETURN.
- You refuse the command and you type ESCAPE.

HP DeskJet AppleWorks Settings & Time Out Code Document

"When I bought my Hewlett Packard DeskJet 500, I set up my printer in AppleWorks 3.0 as a "Custom Printer," getting the settings from the DeskJet Owner's Manual. Later, I read a file by Bruce Rapee, and engaged in some communication with Henry Hobson, and took some of their ideas and incorporated them into my system. What you read here is the configuration I finally wound up with, which I think is about as good as you can get. What I suggest here is for use only with AppleWorks Classic.... I have also included a TimeOut Help Screen defining the Special Codes and which characters in the Legal character set are mapped to which keyboard characters.... And finally, I would like to pass along the name and telephone number of a mail order supplier who sells font cartridges, Epson emulation cartridges, cables, and other supplies Elek-Tek, (800) 395-1000... They were selling most cartridges for $59.00, plus shipping. The cable for the IIGS has a stock number of 523284 and sells for $14.00, plus shipping. I hope you find this file useful. Any comments,

questions or (Heaven forbid!) corrections should be addressed to: Ray Merlin 71435,1071 (CompuServe), R.MERLIN (GEnie), RamonM2 (America Online)". Much more on disk.

LoadMeter NDA

I am not sure what this actually tries to do. So you experiment and let me know—it draws a graph in a small window which perhaps shows current power supply loadings?

Next Directory Browser NDA

This is a French programme (I think) which in theory is wonderful. It provides three columns for listing of directories in Column 1, then subdirectories in column 2 etc. The columns are scrollable up and down and horizontally (for directories nested deeper than 3. You may change volumes and also put the major part of the NDA away just leaving the NeXT cube active to reopen it. All launchable files are in purple and (here come the theory) can be launched by double clicking. This only works sometimes in the Finder, although it appears to work correctly from all other programmes. It allow you to go from one GSOS programme to the other without going back to the Finder. TransProg on Ute 6 is similar in operation, but not as handy (although you can stack programmes in Trans Prog). Worth a look and as a directory lister appears to work without fault. There are no instructions.

SECOND CHANCE 1.0

Shareware gray scale graphics enhancement program for the Apple IIGS. A complex and detailed programme, the following notes are but a precis of the disk notes.

Graphics digitized through various means and those downloaded from bulletin boards are, sometimes, less than what we had expected. SECOND CHANCE may be able to improve them. Before deleting a graphics file, try to enhance it. SECOND CHANCE can't perform miracles. It can't create something from nothing but the enhancement routines can improve a graphic image.

If you can't re-digitize it, try SECOND CHANCE.

SECOND CHANCE is a shareware program. In order to become a registered user, a shareware fee of $35 should be mailed to RAPTOR, INCORPORATED, P.O. Box 20129, Louisville, Kentucky 40220

The times shown are for an Apple IIGS operating with a standard 2.6 Megahertz clock. Applied Engineering

Transwarp GS (TWGS) processing times will be reduced. Those options using the FFT take a very long time to complete. There are only three rules to follow to learn how to use enhancement techniques: Practice, Practice and Practice.

The INVERT IMAGE option switches the gray levels.

The SMOOTH MENU "smooth" or blur the image. That is, they tend to remove details from the image.

GLOBAL HISTOGRAM Processing Time: about 30 seconds. This option is recommended for images lacking in contrast. LOCAL HISTOGRAM Processing Time: about 1 hour, 15 minutes. This option is also recommended for images without a great deal of contrast in limited areas of the image. SPECIFIED HISTOGRAM This option has not been implemented yet. NEIGHBORHOOD AVERAGE Processing Time: about 5 minutes. This option is recommended to remove noise and sharp edges. MEDIAN FILTER Processing Time: about 7 minutes. This option is also recommended to remove noise and sharp edges. Noise may be identified as dots of white, black or gray levels appearing randomly in the image. LOW PASS FILTER* Processing Time: about 7 hours 30 minutes. This option is also recommended to remove noise and sharp edges. BAND PASS FILTER * Processing Time: about 8 hours. If your graphics image contains noise and sharp edges AND gradual transitions that you want to get rid of, use the BAND PASS FILTER. BAND STOP FILTER * Processing Time: about 8 hours. If your graphics image contains noise and sharp edges AND gradual transitions that you want to get KEEP, use the BAND PASS STOP.

The SHARPEN MENU sharpen the image. That is, they tend to highlight details in the image. Except for a few options in this menu, these options tend to emphasize noise. ENHANCE CONTRAST Processing Time: about 17 seconds.

If your graphics image is mostly dark gray or mostly light gray, this option will shift the gray scale of the image. The palette is not changed. Only the pixel values are changed. ROOT MEAN SQUARE:L Processing Time: about 8.5 minutes. If your graphics image lacks sharp edges, this option will sharpen the edges. ROOT MEAN SQUARE:X Processing Time: about 10 minutes.

If your graphics image lacks sharp edges, this option will also sharpen them. HIGH PASS FILTER * Processing Time: about 7 hours 30 minutes. This option is not recommended to remove noise and sharp edges from

an image. Rather, noise and sharp edges will be emphasized. ILLUMINATION * Processing Time: about 9 hours. Every graphic image consists of two characteristics: Illumination and Reflectance. Illumination is the amount of light falling on the objects in the image. Reflectance is the amount of light reflected by those objects. These two characteristics of graphic images are used by Computer Aided Design (CAD) to create pictures of the object(s) by a technique called "ray tracing". CAD and ray tracing are beyond the scope of this program and documentation. However, images can be enhanced by making use of these characteristics. REFLECTANCE * Processing Time: about 9 hours. (See Illumination, above.) Reflectance tends to consist of high frequency components. Therefore, this option performs an FFT and removes the low frequency components similar in procedure to the HIGH PASS FILTER option described above. AMPLITUDE FILTER * Processing Time: about 8 hours.

The use of this option is also recommended for removal of noise from a graphic image. While noise can appear as a high frequency, noise can also be a range of frequencies. High frequency noise is seen on an image as spots or dots of white, black or gray but usually just one gray level.

Security NDA v 1.2

(c) 1991 by Tom Tooly Software BERLIN, c/o Theo Schneider, Babelsberger Str. 40, 1000 Berlin 31, FRG—phone Germany 030 / 854 29 72

"Security is Shareware!!! If you think, that Security is the NDA you were waiting for all the time and you are going to use it, send $10.

Security needs an Apple IIGS with 1 Mb of Ram, System 5.0.3 or later, and any program which can handle NDA's. The idea of Security is, that you can protect your whole hard disk or any partition on it.

Copy Security to the */System/ Desk.Accs folder and then boot your system. That's all. If you select Security via the NDA menu then choose the volume.which you want to protect or mount first. Next set Your Password for mount or protect, then click on the 'Mount Volume' or 'Protect Volume' Button, even what You want to do. Now Security takes care of the rest. Please, make sure that you have the same password set for mounting the volume, as it was when you protected the volume.

If you have protected any volume, Security ensures that you don't save any files on it or rename the protected

volume. In case you do either, you'll get an error message. Please, ignore these error messages. But if you have mounted the volume and you get error messages every time you try either, then you should pay close attention to them.

This is for that reason that you are able to rename a protected volume when you changed into ProDos 8. I don't know why, but under GS/OS you can't rename it.

You can't protect the volume you are booting the system from. If you boot from disk, make sure you use for mounting the same System Disk you protected before.

I tested Security very careful, but Security is a new program, so it can be possible that Security has some bugs!! You use Security at your own risk. In no event will I be liable for direct, indirect, or consequential damages resulting from any defect in the software or its documentation."

ShowPic NDA version 5.6

This is the latest version of the indispensable NDA which is freeware.

ShowPic is an New Desk Accessory that will allow you to view any type of IIGS Super HiRes Graphic, allow you to save that graphic in a couple of different formats, and do some simple colour conversions.

You may view:

Type of Graphic FileFiletype

-Unpacked graphics (Screen) files $C1, PIC

-Unpacked graphics files (Screen or 3200 colour) $06, BIN

-PaintWorks format packed graphics files $C0, PNT, Aux $0000

-Eagle/Packbytes format packed graphics files $C0, PNT, Aux $0001

-Apple Preferred format packed graphics files $C0, PNT, Aux $0002

-PaintWorks Gold 640 mode packed graphics format $C0, PNT, Aux $8000

-PrintShop GS Graphics $F8, LNK, Aux $C323

-3200 Colour pictures $C1, PNT, Aux $0002

(may also be a BIN or TXT file, providing the filename ends with ".3200". You may ONLY display them, you may not save or convert them!)

-French "APP" 3200 Colour graphics. MUST be in a $04, TXT or TXT or BIN file ending with ".3201" or ".3200" $06, BIN

-GIF graphics, MUST be in a TXT or BIN file with $04, TXT or a filename ending with ".GIF" $06, BIN

You may save graphics as (does not apply to 3200 colour pictures):

-Unpacked graphics (Screen) files $C1, PIC

-Apple Preferred Format packed graphics files $C0, PNT, Aux $0002

-Double Size Apple Preferred Format files $C0, PNT, Aux $0002

You may convert (does not apply to 3200 colour pictures):

-320 mode pictures into 640 mode colour pictures

-320 mode pictures into 640 mode gray scale pictures

-320 mode to 640 mode

-640 mode to 320 mode

-640 mode to 320 mode with default palette

-320 mode to 640 mode with default palette

You may also:

- Display more that one graphic at a time like a slide show.—Run a continuous slide show

NOTE: A ROM 03 IIGS MUST Use the Key equivalents! Mouse Clicks in the buttons don't work correctly on the ROM 03. I haven't got the correct information how to overcome this quirk, yet!

- ShowPic 5 allows you to choose more that one file at a time, you may not have seen the MultiGetFile dialog before:

— You may select individual files as normal.

— Pressing a letter key, will move the selection to the first filename that starts with that letter, or close to it.

— To select a range of files hold the "Shift" key down.

— To deselect/select individual files, hold the "Open-Apple" key down.

— When you've selected all the files you want to see, press return or click in the "Accept" button

— The easiest way to select all the files in a directory is to drag the scroll button to the bottom, hold down the "Shift" key, and click on the bottom filename.

— You may move into the next higher folder by pressing return.

+ Commands:

- "K" activates/deactivates the Continuous Slide Show Feature.

- Down Arrow scrolls down.

- Up Arrow scrolls up.

- Left Arrow scrolls up for non-GIF files and Left for GIF files.

- Right Arrow scrolls down for non-GIF files and right for GIF files.

- "Esc" quits the slide show.

- "?" will display the window showing all the available commands.

+ More Commands (These won't work with 3200 colour pictures):

- "S" saves the current picture in "Screen" format (unpacked).

- "P" saves the current picture in "Apple Preferred" format (packed).

- "D" saves the current picture in a Double high "Apple Preferred" format.
- "C" converts to a colour 640 mode graphic.
- "G" converts to a gray scale 640 mode graphic.
- "3" converts to 320 mode.
- "#" converts to 320 mode with palette.
- "6" converts to 640 mode.
- "^" converts to 640 mode with palette.
- "Space" pauses the slide show.
- Any non-command (other) key to move on to next picture.

Much more on disk.

Texter version 1.1 word processor

See June notes on WP 01 for details of version 1.0. This is version 1.1
- fixed bug that caused an error $206 on startup and prevented printing with anything but the Imagewriter driver.
- Added Goodies Menu with Word Wrap selection and Font selection.
- Added 'Formatting Text' dialogs.
- Better Tool Error dialogs to determine where errors have occurred.
- New (and improved) icon file.

HOROSCOPE GS

The disk is self booting and launches into the Horoscope. HoroscopeGS is an Apple IIGS desktop program to generate Birth horoscopes. It is designed to bridge the gap between the vast bulk of astrology books at your local book shop on the one hand and practical application of these theories to the horoscope of you and your friends on the other hand. Just fill in the input dialog, generate the horoscope and use your favourite astrology book for interpretation. HoroscopeGS is useful for people who occupy themselves with astrology and who own an Apple IIGS. HoroscopeGS is fun for people who would like to gather with a group of friends around their Apple IIGS and calculate and compare the characteristics of each individual. You can generate a horoscope by either loading the input data from disk or to fill in the dialog form. However, before a horoscope is generated you can change some default settings via the Options menu. To introduce you to the world of horoscopes, however, some general comments about interpretation are made. HoroscopeGS is ShareWare. This means that you are free to give away copies of this program. You can use the program for two weeks; if you like to keep it after this trial period you are kindly requested to pay the ShareWare fee, otherwise, delete it from your disks. Full details of shareware and lengthy notes on the programme are included on the disk.

PROGRAMMERS C, ORCA and MORE

This disk is a shrunk file of 112 originals (about 1.2 mb), including an archive file containing another 60 macros (approx.).

Not being a programmer, I leave it to others to judge, but the disk is worthy of investigation by those interested in C and source code. All of these files came off the net (mainly though Stephen Harker), and there is a 10k AppleWorks 3.0 data base of all the files on the disk plus unshrink.

SLIDE 15—33 By 3200

Here are 33 shrunk 3200 colour pics. You will need ShowPic 5.4 or later NDA or one of the previous 3200 colour slide collections to view these. You will also need unshrink. The slides include Achilles, Apollo 9, Astronauts (2), Canyon, Cougar, Cray, Haufler, Hearts, Jefferson, Kingfisher, Lenin, Lovers, Masthead, Morning, Mouse, Newtek, Newtut, Pallest, Paula, Photo, Piano, Profits, Ray, Redrock, Rosa (2), Shuttle, Space Debris, Washington, Zoe.

SOUND 09 ACER SPACE AND OTHER SOUNDS

This disk has some new material with a particular emphasis upon space exploration. There are sounds from the Moon mission, shuttle and Gemini, plus Coke and many more. Acer is on the disk so you can expand the sounds and listen to them. If you also get the Sound Utility disk next described you can do all sorts of wonderful things with the sounds.

```
ACER,    aEAGLE.LAND.ACE,
aEAGLE.LFTO.ACE,
aSMALL.STEP.ACE,
CAR.IGNITIO.ACE,
COKE.IS.IT.ACE,
DON.T.SAY.4.ACE,
FREEZE.400.ACE,
gJOHN.GLENN.ACE,
HA..AH.HA...ACE,
HELLO.COMPU.ACE,
MAKE.MY.DAY.ACE,
NO.MORE.ADV.ACE,   sSHUTTLE.ACE,
sSTS.29.ACE,   TARZAN.ACE,
WHOOPS.ACE
```

SOUND UTILITIES 01

I have combined the latest sound utilities on this disk. AudioZap apart from being a stand alone "full-featured sound recording, playback, and editing system" gives a few hints for fun with Soundsmith and also how to convert instruments from SoundSmith to Music Studio, for those who have that programme. To fit everything on

disk, a series of 20k samples from the 3 Stooges has been shrunk and you should use unshrink to use them. All other sounds and ASIF waves and sound effects will work straight out of the box.

SynthLab™ Wave Creator/Editor, Copyright 1991 Parik Rao, Version 1.0 allows you to make your own wavebank (.WAV) files for SynthLab. I have still not been told if SynthLab is available in the public domain. For those who have it, and for those who wish to experiment, this small programme allows it. More importantly it tells you in the instructions how to use all the variable sliders, switches and waves. I have included some of that information in these notes, to inform of the exciting potential of the programmes. Launch the programmes on this disk from the Finder.

AudioZap Documentation for v0.8a

AudioZap is a full-featured sound recording, playback, and editing system for the Apple IIGS computer. A Stereo card is recommended for playback, although AudioZap works just fine in mono. For recording, a SuperSonic™, Sonic Blaster, Audio Animator, or HyperStudio microphone card is required. For details, see further in these docs.

AudioZap ->REQUIRES<- Apple IIGS System 5.0 or higher. (5.0.2 or higher is HIGHLY recommended, due to bugs in 5.0).

To run AudioZap, start it from the Finder.

Open- Gets a file from the disk via a Standard File dialog. If you can't work the dialog, seek help from your IIGS Owner's Guide or "Your Apple Tour..." disk.

Open disk- Reads as much of a disk as possible into memory, disregarding file system considerations. This is useful for getting waveforms from nonstandard disks, such as FTA programs.

Save & Save As does what you expect.

Revert- Reloads the current file from the disk. This is useful if you mess up the current file.

Delete, Format disk & Page setup does what you expect.

Cut—Copies the current selection range to the Clipboard and then clears the selection range from the waveform. The number of bytes on the Clipboard is shown as "Clip:".

Copy, Paste & Clear does what you expect.

Isolate Selection—Clears all data except the current selection range and adds a "zero crossing" sample and a zero to the end of the wave. This is primarily for creating instruments.

Clear Clipboard—Clears data from the Clipboard. Data on the clipboard takes up memory, so selecting this may help if you wish to load all of a large file.

Load to Selection Point—This loads a file from the disk at the beginning of the current selection range, moving the rest of the waveform to accommodate the new data. This is similar to "Paste", only it pastes from the disk rather than the Clipboard.

Record mono—prepares to digitize a file. Click "Ok" in the dialog this brings up to begin, or Cancel to escape. The rate at which recording occurs (and thus how fast memory is used) is determined by the Record Rate slider. This menu item is identical to the button in the main window.

Mono playback—Plays back the current sample, whether loaded from disk or recorded. This menu item is identical to the button in the main window.

Oscilloscope—Shows the input from your digitizing device. The scan rate is adjustable via the Record Rate slider in the main window.

Stop playback—Stops playback if it is currently engaged. If not, it does nothing.

F/X Menu—all F/X functions work on the whole wave if there is no selection range.

Silence—Makes the current selection range into silence. WARNING: There is no Undo, so be careful with this command.

Freq. Up—Allows the wave's frequency to be mathematically raised using the same technique as the Ensoniq chip: "Drop sample tuning". Note that in the current version of this algorithm, the value selected in the scroll bar is the reciprocal of how much of the wave will be left. Example: 2 means that the wave will be cut in 1/2, 3 means 1/3. 1 means that the wave will be left alone. Use it instead of Cancel for the time being.

Cruncher—This is a software impersonation of the "noise boxes" used by metal bands. As yet all it does is clip your wave a little. For best effect, use in conjunction with "Amplify". Note that if you record a file which clips, this function may actually repair the damage.

Amplify—Raises the volume of the waveform somewhat, but may introduce noise.

Backwards—Reverses the waveform so that it plays backwards. This function is very popular with TV preachers and Tipper Gore.

Normalize—Amplifies the wave to its maximum extent without clipping. This works best with centered waves which are fairly even when graphed. If the wave is not centered (this will only happen if your hardware if faulty) or if the wave contains a major volume change this may grossly distort the wave. The function has 2 parts: it scans the wave for setup and then increments the screen border colour and processes the wave. This function used only to be available on expensive synthesizers. Thanks to David Gauger for helping bring it to the GS!

"Raw data" saves the file exactly as it appears in memory. The filetype for this save is BIN with the Aux_Type set to the playback rate (this is how Sound Studio saves files)

"8:4 ACE" saves your file in a special compressed format. More about ACE is below.

"HyperStudio™" AudioZap now can read and write HyperStudio files. This means that you can use AudioZap to create sound for HyperStudio.

"ASIF/SoundSmith™" saves in the ASIF format, a program-independent instrument format which is used by SoundSmith. Now you can turn any sample into an instrument for SoundSmith! Now you have no excuse not to have fun with SoundSmith! It is a lot of fun to sample your voice and use it in stereo songs in SoundSmith. Example: Sample a cartoon and replace "KERMIE2 and KERMIE3" with your samples in "JCD.MEGABLASTER". ASIF files are also readable by Music Studio 2.0 if you change the filetype to $CA with a utility such as UtilityWorks GS.

AZ WILL run with only 512k although 768k is better. The more memory, the longer the samples you will be able to record and playback, and the more Clipboard space you will have for Edit and F/X menu functions. As of this writing, 512k will get you about 30k of workspace

AudioZap, the name "AudioZap", "2 Mb Software", the AudioZap title picture, and the 2 Mb logo are copyrighted (c) 1990 by Ian Schmidt. AudioZap is ShareWare, which means that you may use the program for 14 days. At the end of 14 days, send $10 to Ian Schmidt, 606 N. Galena, Dixon, IL, 61021 USA or phone 0011 1 (815) 288-7076 and ask for Ian.

SynthLab™ Wave Creator/ Editor, Copyright 1991 Parik Rao, Version 1.0

This wee little program allows you to make your own wavebank (.WAV) files for SynthLab. Wavebanks are basically the core of instruments. SynthLab comes packaged with half a dozen or so wavebanks (SYNTH.WAV, DEMO.WAV, ORCH.WAV, etc., etc.). GS users want more of course. Enter, SynthCreate.

Requirements:
• Apple IIGS
• 1 mb RAM minimum
• System 5.02 or higher
• SynthLab v1.b3 (available on America Online or from APDA).

File Formats Supported:

Raw Digitized Sounds—filetype $04

ACE Compressed files—filetype $CD (created by ACER)

AIFF files —filetype $D8, auxtype $0000

ASIF files —filetype $D8, auxtype $0002 (used by Soundsmith)

Wavebank file —filetype $D8, auxtype $0004 (used by SynthLab)

HyperStudio sounds —filetype $D8, auxtype $8001 (used by SoundShop)

The file on disk gives you information on how to create your instruments. For more specific information, please purchase SynthLab from APDA. It will give you over 100 pages of information on SynthLab/MidiSynth! In essence, there are three parts to creating the instruments:

Digitize and clean up the sound(s). Use your favourite digitizing program, like AudioZap (an excellent program, available on all online services) or HyperStudio's SoundShop program. Remember to trim down the sound as small as possible

Form a wavebank out of the sound(s), using SynthCreate. Use the LOAD SOUND button in the main menu to perform this function. As noted in the program, you MUST load sounds in ascending size order (that is, small sounds first). Click on SAVE. SynthLab will create a wavebank (default name is MY.WAV) which holds all the sampled sounds. It will ALSO create a temporary instrument definition file (default name is MY.BNK) which lets you play around with the sounds you have created inside SynthLab.

Perfecting the instruments with SynthLab... This is the most difficult part, and can consume many hours. You should first familiarize yourself with the interface of SynthLab, and play around with the many options available to you. There are three main screens for SynthLab, each accessed with a click on the PAGE BUTTONS (the one that looks like a tape deck, a funny wave, and a sharp angled wave). The first is the Sequencer page, the second the WaveList Edit page, and the third the Envelope Edit page. The sequencer page doesn't interest us very much in creating instruments (its used mainly to create and play songs). The WaveList Edit page is where you'll spend most of your time setting up all the information about a instrument. The Envelope Edit page holds fairly

esoteric information, useful for fine-tuning a instrument into perfection.

The first thing to do is load up the .BNK file SynthCreate made by clicking on "Load Instruments..." once you have booted up SynthLab. Now, the instruments menu should be totally changed. It used to contain all the instruments in SYNTH.BNK (default synthlab bank), now it contains the temporary instruments SynthCreate has made. Click on the WAVELIST EDIT icon now and you should see "test" keyboard you can use to see how a instrument sounds. Below that is a button, highlighting either Gen 1 or Gen 2. Each instrument is made up of eight wavelists and each wavelist is made up of two generators. You must edit the information on each generator separately. Below the gen buttons there are two icons, Osc A and Osc B (each can be associated with a different icon). The generator mentioned above are divided into two units, namely oscillators. So basically an instrument is made up of 2 generators, each of which is made up of 2 oscillators (or 4 oscillators in all).

There are two basic modes for each oscillator, LOOP (a little oval surrounds the osc box) or ONE SHOT (a little arrow is under the osc box). LOOP means a sound plays repeatedly, i.e. "HELLOHELLOHELLOHELLO". ONE SHOT means the sound is played once and then stops, i.e. "HELLO". Since a generator is made up of two oscillators you can either play them both simultaneously, (the osc A box is on top of the B) or you can play A first and then B (the osc A box is next to the B box, and a fuzzy arrow is between them).

Then there is OCTAVE A and OCTAVE B. These parameters affect how "squeeky" or how "lowwww" your instrument sounds. The WAVE A/B parameter is the most crucial parameter on this screen. Click on the depressed box holding the name (i.e., SINE WAVE) and a popup screen will appear (as long as you hold down the mouse) listing the available sounds. For most purposes, you'll want A & B to play the same sound to create a "full, rich sound". But that's not all! By combining various sounds, you can create NEW ONES!!!

There is the VOL A/B parameter (from 0-31, 0 being "inaudible"). Ignore the DETUNE parameter, its not documented at the present. The stereo display has only two useful values, 0 and 1. The final parameter on this screen is the TOP KEY. The Top Key is connected to the WaveList. There are 8 separate wavelists, and strangely enough, 8 separate entries in the TOP KEY screen! The technical term is "Multi-Sampling". You can assign each wavelist to be active in only a certain pitch range. There are 128 total pitch ranges, with 60 being middle C (0-127).

The Envelope Edit page, has got the two generators to work on again, test-keyboard, and a bunch of little sliding bars on the right side of the screen. At the bottom left, there is the DECAY GAIN, which is how fast a sound "dies out". VELOCITY GAIN is how sensitive the instrument is to MIDI velocity data mainly intended for MIDI keyboards and the like. PITCH BEND RANGE, is .HIGHLY RECOMMENDED YOU SET THIS TO ZERO! That's because MidiSynth requires more CPU time to if Pitch Bend is enabled.

The various sliding bars. Basically these parameters control the envelope of the sound, which is a fancy word for the volume. When a note is started, it begins at zero volume and increases to the ATTACK LEVEL (VAtk) with a slope (change) set by the Attack Rate (Atk). It then goes to the decay 1 level (VD1) at the decay 1 rate (Dk1). Next it moves to the decay 2 level (VD2) with the decay 2 rate (VD2). It then uses the decay 3 rate (Dk3) and reaches the sustain level. It now stops changing and waits for the key to be released. It then begins a downwards climb, going to Release Level 1 (VR1) using Release Rate 1 (Rel1), down to Release Level 2 (VR2) using Release Rate 2 (Rel2) down to 0 using Release Rate 3.

Macintosh Disk Library Review

The programs I am reviewing this month are either fonts or font related. The Mac disk library has a large number of fonts, and I have had hours of fun trying out many of them. Currently, my hard disk is overloaded with fonts—most of which I will never use—so my next task will be to decide which ones I really need. The Trash can will work overtime. There are some programs which help in the task of identifying the fonts, so I intend to start my review a couple of these.

FontMaster

Varityper FontMaster v1.1 and Varityper FontWizard v1.1 (both on BCS Fonts F) are two FreeWare DA's (desk accessories) that could be very useful if you want to find out information about the fonts you have collected, or want to see what they look like in different point sizes or styles. FontMaster allows you to list either all fonts or just those installed in the system folder. The output can either be printed or shown on the screen, and you also have the option of showing images or listing statistics about the fonts. I have chosen to provide a screen dump of the font images in the accompanying illustration; thus it is in graphics mode which makes the printer's task easier, although it does not show the fonts as clearly. (The laser printer output, which is not shown, is a very good quality; it is true to what you would get if you used the font in

a document.) If you choose the statistics option, each font is listed with its Pt (point) Size, Style (bold, italic etc. for those typefaces that have separate fonts for these styles), the number of Bytes that the font occupies (in my case, ranging from 972 bytes for Chicago Symbols 9 point up to 30042 bytes for Flintstones 72 point), Font Num, Font ID and ResType. The last three are useful to know in case of font conflict, but I would guess that for many users the Byte size would be the most helpful.

In February, I reviewed the TypeBook v2.0 (on AUSOM 91.15), and I was quite impressed with it. FontMaster provides a similar image of the fonts, although less detailed, and would be very suitable for more general use, although desktop publishers might prefer the TypeBook approach with a full page on each font.

FontWizard

FontWizard v1.1, also a DA (BCS Font F), by contrast, enables you to concentrate on one font at a time. As shown in the illustration, it indicates the point sizes available, the bytes and the font ID, as well as providing the PostScript Font Name and the Printer Font File, and whether these will be intrinsic or derived. In addition, the bottom part of the screen enables you to see what the font looks like with different styles applied or with con-

densed or extended text. As with FontMaster, you can define your own text message; a window is provided for examination of a single character.

A third D.A. on the same disk (BCS Fonts) is PSFontFinder v1.0 (once again FreeWare from Varityper) permits you to scan "well behaved" PostScript files and prepare a list of fonts used in the file. These three DAs are really excellent, and being FreeWare there is no shareware fee.

Font/FKey/DA/PNT Sampler

Font/FKey/DA/PNT Sampler, BCS Fonts A, is almost an essential for anyone interesting in expanding their collection of fonts (or indeed desk accessories, Fkeys and MacPaint documents). I have included the menu bar as an illustration, because the first time I used it I couldn't get the "stupid" program to work. Guess, who was stupid! Anyway it is useful to know that there is a pulldown menu under "And", as well as under the other items. It is a really great little program as it allows you to trial fonts etc. without adding files to your system. If you like a particular file, then you can add it.
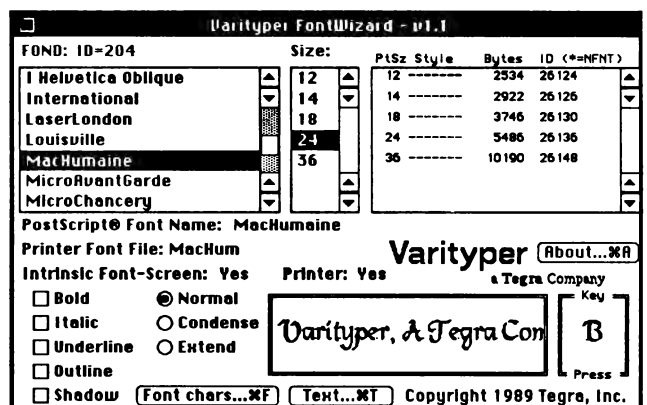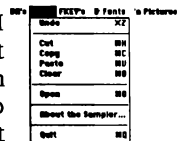
ApFont v 3.2

ApFont v 3.2 (BCS Fonts E) is a neat little CDEV (control panel device) that enables you to change the default font and default size of text used by applications. On the ApFont menu, click and hold either the Font or Size button, depending on which you want to change. It is really quite simple to use as long as you do not release the mouse button until you have selected the required font. The shareware fee for this program is only US$5, but it would probably cost three times that amount just to send it to the States. I fully support any move by AUSOM that would make it easier for members to pay shareware fees to overseas developers.

FontMaster '88

FontMaster '88 (BCS Fonts C) is a very nice font editing program, for those creative souls who would like a font wider, thinner, patterned, greater slope on italic, white on black etc. The documentation (40 pages) for the program is comprehensive and easy to follow, although the program is not really suitable for beginners. I found it easy to change the characters, although the result was not very aesthetically pleasing! Sometime when I have a spare hour or more I would like to spend some time with the program to see if I could produce a font that looked attractive.

Imagewriter fonts

Among the vast array of Imagewriter fonts, three very different fonts appealed to me. These are Kryptic, Pueblo and Shpique (all on BCS Font H) (see illustration). Shpique appeals to me because it is a very neat, "clean" font. Kryptic is "different "and while I cannot think where I would use it, it is the sort of font that would be just right for some special use. Pueblo is wonderful; I can think of many uses for it, such as children's party invitations.

Laser fonts

Among the Laser fonts, MacHumaine (BCS F) is a particular favourite of mine—I used it to print invitations for a semi formal party, and it was just right for the task. I also like Rodchenko (a very smart font) and Sans Serif, both of these are on BCS Font E. Once again the illustration for these was taken from a screen dump into a graphics program, so they are all much better than they appear in the illustration.

Special purpose fonts

The Mac Disk library has a number of special purpose (symbol type) fonts. Although I am confining my remarks to Laser fonts, there are also Imagewriter fonts that could be included in this category.

Laserwriter Fonts

Music (BCS Fonts A) allows you to type notes on a staff, although it is fairly limited (or perhaps I could not find out how to do any more than is shown in the illustration). Still it might be useful for some purposes. Paint (Picture Font on BCS Fonts A) has most of the icons used in paint type programs. (Both of these fonts are included in the laser fonts illustration.)

Also on this disk is International Symbols which is fairly self explanatory. It is only available in 36 point, and it also includes an overprint facility which you can use to overprint the preceding character with a grey/black box, triangle, circle etc. I am not really sure why you would want to put a grey triangle, for example, over the helicopter symbol, still you never know!

Finally, (AUSOM 91.20) contains some great picture/symbol fonts. Encyclofont would ideal for anyone writing about the Mac, as it contains PostScript images for all the Mac keyboard characters which are not otherwise available including command, option, delete, spacebar and many others. The authors of the SYBEX book About Encyclopedia Macintosh developed the font as there was nothing suitable available at that time (1989).

You will find that this font is the first one in the Fontmaster illustration (above). DavysDingbats has some very nice Type One Postscript characters, including ballet dancers, flowers, butterflies etc. Shareware fee is $12, which goes towards the expenses of performing music written by University of Columbia students. Hi-Low is a laser font that generates subscripted and superscripted Times and Symbol characters in draw programs that do not normally allow for these. The font, which can also be used in word processors, is considered particularly useful for people working in mathematics and related fields. FreeWare.

As I said earlier, I had fun using these fonts, and I could keep on writing, but the editor might start using the blue pencil if I do. Just a note that PopChar, one of my favourite CDEVs, has recently been updated to v.1.7 and is now available on AUSOM 91.20. I reviewed a previous version in the February Newsletter.

Imagewriter Fonts

Eva Eden

Macintosh Disk Library

BCS•Disk 205

Bombs v1.2
A simple game, in which you must cross a field filled with hidden land mines. Clicking on a square will either cause the game to end if you hit a land mine, or cause a number to appear which will tell you how many mines are in the surrounding squares.

ClicKey 1.1
This INIT lets you designate certain areas of the screen to FKeys (Function Keys). By clicking in the pre-assigned area of the screen, the FKey will be activated. ResEdit is required to configure this program.

HD1: 50k
HD2: 80(

DiskStatus
Designed to be run in MultiFinder in the background, this program will create a small window which will constantly tell you the space left on all your disks. Contains several options to let you set how the information is displayed.

File Decon 1.3
Use this program to remove bad, invisible, and illegal characters from text files.

KopyKat 0.90
This INIT lets you have multiple (currently three) clipboards within any program by adding a hierarchical menu to the Cut, Copy, and Paste menu items.

MacLux 1.5
A specialized drawing application for lighting designers to plan the stage lighting for a theatrical show. You can use the program to place different kinds lights, and the program will draw the light beams and even show how the different colours mix.

MandelTV™
A very fast high resolution colour Mandelbrot generator. Includes colour cycling of the pictures, also lets you save the pictures created. Requires a colour Mac with a co-processor.

Zap
This INIT will add a new menu in the Finder. You can add application names to the menu, which you can then launch by choosing the name directly from the menu, without having to double click on the program's icon.

BCS•Disk 206

Chips & DIPS 1.0
Use your robot to collect the all computer RAM chips that an evil scientist has been hoarding. Use the mouse to manoeuvre up and down the ladders and through the aisles, while avoiding the security robots. Similar to the game Lode Runner.

LifeMaker
A cellular automata program for colour Macs (only). Cellular automata, which includes Conway's popular game of Life, start at a certain state and evolve according to certain rules. You can use the sample rules included, or create your own, and also use colour.

SpoydWorks Solitaire 1.0
A solitaire card game, contains the card games Easthaven, Klondike, Westcliff, Will o' the Wisp, and Yukon. Works on all Macs, but will be in colour on Mac II's.

Also more about fonts and utilities in other parts of the newsletter

BCS • Games S

Logogrip1.0
A game in which you spell other words with the letters from a word the Mac picks. A dictionary is included to prevent use of nonsense words.

Mac_Pong IIa
Play Pong—the first video game—against the Mac.

NetChess
Play chess over an AppleTalk network. Games can be saved and continued later.

Pits & Stones2.00
Play against the computer by dropping stones one by one into pits. Three levels of play are available.

Rubik's Wrap
A puzzle similar to the Rubik's Cube game but in two dimensions. Works in colour on colour Macs. Very difficult.

Slam Dunk!1.0d
A basketball simulation program, not an arcade game. Choose home and away teams and players (sample data files are included); the program will generate a play-by-play description of the game. Play the Celtics against the Lakers as many times as you like.

Toxic Ravine1.1
Pilot a blimp over a ravine filled with barrels of toxic chemicals.

BCS • Games T

Core!1.00
Stage simulated battles between computer programs, using simulated computer memory as the battleground. You can also write your own.

Iraq Attack1.0
Rescue American "guests" from a Middle Eastern dictator and return with them safely to the aircraft carrier.

BCS • Games U

Baker's Dozen2.0
A solitaire card game in which you must arrange the cards by suit beginning with the ace. This game is a little tricky because you can only move the cards on the tableau one card at a time.

Mombasa1.1
A game similar to Gunhsy and Shanghai in which you remove tiles from the board in pairs. You can choose tile patterns and starting layouts for the tiles.

Pararena1.1
A entertaining game similar to RollerBall. You try to get a ball into a small goal while skating around on Grav-Boards in a depressed, circular track.

Stella Obscura1.0
A three-dimensional arcade space game. You build a viewer of cardboard to hold up to the Mac's screen to get the three-dimensional effect.

Tens!
A simple solitaire card game.

Trek1.1
A Mac adaptation of the popular Star Trek game, based in a universe divided into sectors and quadrants.

BCS • Games V

Colour Daleks1.0
The old and popular Mac game of Daleks, now re-done in colour. Avoid the robots while destroying them. Requires a Mac II.

Dropper1.0
Similar to Tetris. You arrange coloured blocks as they fall. Requires a Mac II.

Sage1.01
Provides random quotations from the Sage. Some are profound, some humorous. Some make no sense at all.

uNebraska1.0
A memory game. Find hidden letters of the alphabet in alphabetical order in less than 60 seconds.

Video Poker for Fun1.0
Simulates the video poker machines found in Las Vegas or Atlantic City.

AUSOM 91.19

acur Player DA
Animated cursors
Lets you design different cursors

Applicon 2.0
This is Applicon, a utility for System 7.0. Applicon places a "tile" on your desktop for each running application listed under the Application menu. Each tile displays the icon and name of "its" application. Clicking the tile brings its application to the front, the same as if you'd selected that app from the Application menu.

ChangeArrow 1.2
An update of ChangeArrow, which gives you the cursor of your choice. The difference is: 1) The startUpIcon can now be turned off. 2) The cursor changes directly. No need to reboot any more!

Extensions Manager 1.0
Allows you turn "off" or "on" the code that executes at startup in certain "extension documents" such as Control Panels, Chooser devices and INITs

Flash-It 2.2
Flash-It is a screen-capture utility. It can capture a portion of (or the entire) monitor screen image to the Clipboard.

Gatekeeper 1.2
Gatekeeper Aid
Anti-virus prevention software. Works by constantly monitoring your Mac for virus-like activity. Used in conjunction with the virus scanning software Disinfectant 2.4, it provides the complete public domain answer to viruses.

I'm Batman 1.0
This is a cute cdev that only asks for a "hot string." Every time this string is typed on the keyboard, the computer will say "I'm Batman." The "hot string" is set from the control panel and the snd to play can also be changed from the panel.

Sav-O-Matic 1.51
This is a CDEV which acts as an autosaver by sending a "command-S" to any specified programs at an interval you specify.

StopWatch 1.0
Principal purpose is timing and comparing applications, programs and procedures. A short ReadMe is included in the file.

AUSOM 91.20

ChicagoLaser
ClassicaItalic
DavysDingbats
EncycFont
Hi-Lo Screen Fonts
Int'l Symbols
PopChar 1.7

Hyper-59 AUSOM

HyperBoreas
A music synthesizer stack with on screen keyboard. Lots of sounds included. Create your own tunes and store them in the stack. Includes links to MacRecorder SoundEdit pro-gram. Reviewed in MACNEWS May .

Hyper-60 AUSOM

Chords
9 selections from the works of Stravinsky and Beethoven. Perfect for adding that classic touch to your stacks! Includes Symphony of Psalms, Firebird, Les Noces, 3rd Symphony Timpani, and Nervous Giggle (a little something extra!) Reviewed in MACNEWS May p62.

HyperChildrens•05

Where is the Cat DEMO
Childrens interactive storybook. 740k of sound, pictures and adventure. MacWorld SuperStack Award 1990.

HyperScience•09

DNA Teacher1.1
Biochemistry tutorial on deoxyribonucleic acid or DNA, the building blocks of life.

Plot-It!
Plots x,y scattergrams.

Cell Division
Excellent tutorial on cell division. Mitosis and meiosis are both covered.

HyperScience•10

Graphing
This stack plots a variety of mathematical functions.

Chemist's Helper
Calculates the recipe for preparing common chemical solutions (e.g. acids, bases).

Global Warming Stack
Information stack on the problem of global warming and its causes.

What do you know about fonts ?

Hear are some Mac Public Domain programs to help you

Zelda reviews fonts and font utilities this month in another part of the newsletter.

There are over 1000 Public Domain fonts, and with system 7 now we have TrueType   fonts. We have started collecting these and we will keep you informed.

Filename	Diskname	About the program
Alderney 1.0	Fonts B	This program contains the font Alderney. When you run the program, you can extract the font and save it as a font file, which you can then install in your system folder with Font/DA Mover.
ApFont 3.2	Fonts E	A control panel device to change the default font used by applications. The default font is the one used by most applications in "Untitled" windows. Includes a fix for System 6.0.
Apple Imagewriter	Fonts B	These are the fonts that Apple distributes with the Macintosh system disk. Why are they here? People do lose them, and new, larger sizes of several fonts have come out. Also included are the new LaserWriter fonts.
Beverly Hills	Fonts D	An excellent Imagewriter text and headline font in many sizes from 8-48. Has a slightly more sophisticated look than New York or Boston II. (That's why it's called Beverly Hills, I presume!)
Boston II	Fonts C	Boston II is the most legible of Imagewriter fonts, both on the screen and in print. The font also includes many useful symbols.
Brown Bag Fonts 1.0	Fonts G	A set of fonts in MacPaint style sheets in very large sizes—from 72 to 126 points. The fonts are Penny, No Frills, Cat's Paw, 5th Ave Bold, 5th Ave Raised, Band Wagon, School Marm, and Wanted Contour.
Calligraphic	Fonts H	
Calligraphy	Fonts G	Six bit-mapped fonts for use with the Imagewriter printer: Calligraphy, Chrissa, Fontdoo, Icon Font, Star Trek Font, and Tech.
Canai	Fonts E	This is a LaserWriter font. It is described as stylish, elegant, and relaxed, yet legible at any size. This font supports the entire character set.
Chester	Fonts D	This is a LaserWriter font.
ChicagoLaser	AUSOM 91.20	
ChicagoSymbols	Fonts D	This is a very small LaserWriter font containing representations of the four "hard to get" characters that are present in Apple Computer's Chicago font. The four characters are the command key symbol, the check mark, the diamond mark, and the Apple symbol. Both the font bitmap and Laser-Writer files are included.
ChicagoTown	Fonts E	This is a LaserWriter font that resembles the popular bit map font Chicago.

Mac Disk Library Font Collection continued

Filename	Diskname	About the program
Chrissa	Fonts G	Six bit-mapped fonts for use with the Imagewriter printer: Calligraphy, Chrissa, Fontdoo, Icon Font, Star Trek Font, and Tech.
Classica Heavy	Fonts H	
Classica Italia	Fonts H	
Code39Barcode	Fonts E	This is a LaserWriter font of the code 39 barcode.
Columbia	Fonts G	A proportional font designed for good screen display on the Mac and optimal printing on the Imagewriter II.
Cunei	Fonts E	This a LaserWriter font.
DavysDingbats	AUSOM 91.20	
Domino Effect	Fonts H	A LaserWriter (PostScript) font, this font contains 26 capital letters and the space character. Each character looks like a domino with carved letters, rather than numbers.
EncycFont	AUSOM 91.20	Gives the icons of the special keys as a character, such as command option etc. Especially useful for writing Macintosh software manuals or tutorials.
Flintstone	Fonts E	This a LaserWriter font. This font does not include all special characters, as it is a display font.
FONT Lister 1.0	Fonts G	Lists the fonts installed on your system to either an Imagewriter or LaserWriter.
Font Disk A	Fonts A	Contains the text fonts that are the most popular serif and sans serif styles. Has foreign language fonts for most languages. Finally, has picture and icon fonts.
Font Disk B	Fonts B	Contains three useful fonts: math and scientific fonts, and fancy display (headline-size) fonts. The Apple Imagewriter fonts are also on this disk, in case you have lost any of them.
Font Style Info	Fonts H	This DA will show you the names of different PostScript fonts installed on your Mac and the styles that are available. This demo version shows only half of the available fonts.
Font/DA Mover 3.8	Fonts A	Copies desk accessories and fonts between system, storage files, and applications.
Font/FKey/DA/PNT	Fonts E	Allows you to sample fonts, desk accessories, FKeys, and MacPaint documents.
FontDisplay 5.4.4	Fonts F	The newest version of the program that lets you look at all the characters of bitmapped fonts. This demo version has no printing or saving capabilities.
Fontdoo	Fonts G	Six bit-mapped fonts for use with the Imagewriter printer: Calligraphy, Chrissa, Fontdoo, Icon Font, Star Trek Font, and Tech.
FontMaster '88	Fonts C	A very nice font-editing program to edit existing fonts and to create new ones.
FontMaster 1.1	Fonts F	This DA produces a text file listing all the fonts found in your system file or on your hard disk.
FontWizard 1.1	Fonts F	This DA shows the name of a PostScript font and the name of the printer font for each style variation of an installed font. Other information about each font can also be displayed.

Mac Disk Library Font Collection continued

Filename	Diskname	About the program
GrayHelvetica	Fonts D	This is a LaserWriter font best characterized as a display type. It prints best on the LaserWriter in the sizes 24 to 124 points in bold and italic styles. Both bitmap and LaserWriter files are included.
GrayScale	Fonts H	
Hamburg	Fonts D	This is a LaserWriter font.
Hi-Lo Screen Fonts	AUSOM 91.20	
IBMKlone	Fonts E	A LaserWriter font, similar to the IBM PC font, including character/key assignments.
Iceing	Fonts H	A very interesting 72-point decorative Imagewriter font. Does not contain lower-case characters.
Icon Font	Fonts G	Six bit-mapped fonts for use with the Imagewriter printer: Calligraphy, Chrissa, Fontdoo, Icon Font, Star Trek Font, and Tech.
Int'l Symbols	AUSOM 91.20	
Koine Greek	Fonts G	This is a Greek font, used in New Testament study, which comes in both 12- and 24-point sizes.
Kryptic	Fonts H	
Lachine	Fonts A	A very well designed Imagewriter font.
LaserWriter + Fonts	Fonts C	Additional fonts available when you upgrade to the LaserWriter Plus. Apple comes out with new versions periodically; if you haven't upgraded since the FOND resources were added, you definitely need to do so ASAP. Even those without a LaserWriter can install these screen fonts.
LaserWriter Fonts	Fonts C	Basic fonts available when you buy a LaserWriter (Times, Helvetica, Courier and Symbol). Apple comes out with new versions periodically; if you haven't upgraded since the FOND resources were added, you definitely need to do so ASAP. Even those without a LaserWriter can install these screen fonts and then take their documents to a print shop to be printed.
MacHangul	Fonts D	Korean fonts and word processor in a DA. Uses the Hangul character set.
MacHumaine	Fonts F	This is a LaserWriter font in a calligraphic style.
MacInHebrew 2.0	Fonts D	Right-to-left word processor in a DA that works with MacWrite. Also includes Hebrew fonts. Makes it easy to combine Hebrew and English text in a single document.
MacWrite Fonts	Fonts A	This document provides fonts for MacWrite documents in all point sizes 4 through 48. Small portions of the desired type style may be copied through the clipboard to another document.
Modern Bold	Fonts H	
ModernPrintBold	Fonts E	This LaserWriter font looks like very fine hand printing. It is supposed to work well with Word and PageMaker.
Moscow	Fonts G	An Imagewriter font.
N-Font 1.01	Fonts F	N-Font™ converts font files from type FONT to type NFNT, to keep all styles of one font in one font file. This program is mainly for use with screen font versions of LaserWriter fonts, when you have bold, italic, and condensed versions of the same font. To work with NFNTs, you need version 3.8 of Font/DA Mover.

Mac Disk Library Font Collection continued

Filename	Diskname	About the program
NewCompact	Fonts F	This is a LaserWriter font with a high character per pica count.
Oregon Fonts	Fonts G	A set of four Imagewriter fonts. They are: Oregon1, Orgnclse, Orygun, and Ouragon.
Ouray	Fonts G	This is an Imagewriter font in 12- and 24-point sizes.
PD FontEdit	Fonts D	Edit fonts and create entirely new ones.
PopChar 1.7	AUSOM 91.20	This is PopChar 1.7, the latest version of the Key Caps killer. PopChar is a small cdev that enables you to insert any character in a text document by a simple click in the top-left corner of the screen. **New in version 1.7: -compatible with TrueType, compatible with Adobe Type Reunion on all systems, option to display bigger font size.**
ProFont™ 2.1	Fonts A	Installs a font similar to Monaco, but with better defined zeros, brackets, punctuation. Designed for programmers.
PSFontFinder 1.0	Fonts F	This DA permits you to scan PostScript files and prepare a list of the fonts that will be used by that PostScript file.
Pueblo	Fonts H	This nicely done Imagewriter font was created to reflect the flavour of prehistoric Pueblo Indian cultures of the southwestern United States.
Rodchenko	Fonts E	This is a LaserWriter font described as an extra bold, sans serif font designed for use with posters, signs, and invitations.
SansSerif	Fonts E	This a LaserWriter font.
Scriptura Beneventa	Fonts G	An Imagewriter font.
Shpfltnat	Fonts H	
Shpique	Fonts H	
SlantInformal	Fonts F	This is a font for use with the LaserWriter.
Star Trek Font	Fonts G	Six bit-mapped fonts for use with the Imagewriter printer: Calligraphy, Chrissa, Fontdoo, Icon Font, Star Trek Font, and Tech.
Tech	Fonts G	Six bit-mapped fonts for use with the Imagewriter printer: Calligraphy, Chrissa, Fontdoo, Icon Font, Star Trek Font, and Tech.
theFONDler 2.1	Fonts H	This program is an alternative to Apple's Font/DA Mover for users of "harmonized" font systems. When you copy files with theFONDler, it will prevent font conflicts.
theTypeBook 2.0	AUSOM 91.15	Prints samples of LaserWriter fonts, to create a type reference book. All important information about a font, as well as a sample, is printed.
Thomas	Fonts E	This a LaserWriter font. Not all characters are implemented.
Trondheim	Fonts E	This is a LaserWriter font. It contains the 24 Nordic runes, plus several other characters.
Versal 1.0	Fonts H	Versal is an Imagewriter font, available in 18, 36, and 72 point sizes. Contains uppercase letters only.
WriteFontSize 1.0	Fonts E	Lets you use any size characters in MacWrite. (MacWrite limits you to only a few point sizes normally.) Also lets you access characters by their ASCII codes, which is handy for characters with no keyboard mapping. It puts the results in the clipboard, which can then be pasted into your MacWrite document in your chosen font, or into any other application as plain text.

Ausom Contact List

— For use by AUSOM Members only

The following people will endeavour to answer members' queries on the topics shown. As this is a **voluntary** service, please **only ring between the hours shown.** If you can't get through **try again another day during the specified times.**

Adobe Illustrator
Grant Waldram
876 4062—7pm-9pm

Adobe Illustrator
John Tompkins
500 9060—7pm-10pm

Aldus Freehand
John Tompkins
500 9060—7pm-10pm

Apple // Adventures & Games
Glen Maddock
725 9643—7pm-9pm

Apple // Comms and Modems
Robert Pascale
478 9644—7pm-9pm

Apple][, //GS Beginners
Philip Richardson
836 7710—7pm-9pm

Apple // Disk Recovery
Peter Watson
894 1087—7pm-10pm

Apple // Games
Nick Pyers
593 1223—10am-10pm
except Sundays

Apple //GS, HyperStudio
Michael Levine
857 5727—7pm- 9pm

Apple // Hardware
Noel Coward
546 2259—7pm-9pm

Apple //GS, AppleWorks
James Clough
592 3450—6:30 pm-10 pm

AppleWorks
Peter Szabo
605 1777 (BH)

AppleWorks, Time Out Publish It!
Kevin Noonan
725 7421—7pm-9 pm

Cirtech Memory Cards
Mark
546 9928—7pm-9pm

Colour Interfacing
Noel Coward
546 2259—7pm-9pm

Design Studio
Ray Smith
848 1534—7 pm-9 pm

Cricket Draw
Cricket Graph
Noel Goldsmith
807 5968—8pm-9pm

Games and Programming
James Mitchell
592 6385—7:30pm-9pm

Genealogical Computing
Bill Gunther
807 6451—7pm-9pm

General Apple// GS
Peter Watson
894 1087—7pm-10pm

General Mac
Grant Waldram
876 4062—7pm-9pm

Hypercard
John Tompkins
500 9060—7pm-10pm

Library Disks
Peter Garwood
544 0740—7pm-9pm

Light Speed Pascal
Noel Goldsmith
807 5968—8pm-9pm

Lisa/Mac XL
Steve Stretton
813 3203—7pm-10pm

Lode Runner
Matt Murphy
391 4359—7pm-9pm

Mac Programmers Workshop
Noel Goldsmith
807 5968—8pm-9pm

Mac Sound/Music
Ross Bencina
870 0084—6pm-10pm
Sunday to Thursday

Mac Recorder
Mac Sound/Music/Vision
Mac Games/General Mac
Daniel Huang
419 2412—5 pm - 10 pm
Monday to Friday

Mac—
Hypercard/Disk Problems
Networking
David Turk
534 5436—Sat/Sun 12pm-6pm
Every day: 7 pm-9pm

Memory Expansion—Apple][
James Clough
592 3450—7pm-10 pm

Modems & BBS Comms
Stuart Young
877 2813—7 pm-9 pm

Nisus and MS Word
Chris Elmore
722 1402—7 pm-9 pm weekdays

Omnis 3.3 and Omnis 5
Peter Stokes
578 2231—7pm-9pm
525 5118—business hours

Printshop Graphics
John McKenna
583 3557—7pm-9pm

ProDOS
Peter Watson
894 1087—7pm-10pm

ProDOS
James Clough
592 3450—7pm-10 pm

Publish/It!
Adrian Gallagher
(054) 41 4386—5pm-9pm

ReadySetGo!
Eva Eden
347 4495—7pm-9pm

Time Out
Nick Pyers
593 1223—10am-10pm
except Sundays

Time Out
James Clough
592 3450—6:30 pm-10 pm

Viruses
Adam Frey
531 1231—7pm-10pm

Xpress
John Tompkins
500 9060—7pm-10pm

Membership Application
Apple Users' Society of Melbourne (AUSOM) Inc.
PO Box 49, Burwood, VIC 3125

Name:

[Surname]   [Given name(s)]

Address:

Postcode:

Telephone (home):

Telephone (work):

Names of Additional Family Member(s):

Please tick: ✔   ☐ New Member   ☐ Renewal   ☐ Change of Address

Category	Joining Fee	Annual Membership
Fees: Individual members	$10 plus	$30
Each additional family member	nil	$10
School or Corporate membership	$10 plus	$50
Newsletter only	nil	$30

Optional plastic personalised name tag (for member identification): $8

New members— Please pay the joining fee and the Annual Membership fee.
Membership Renewal— Please pay the Annual Membership fee only.

☐ Bankcard   ☐ Mastercard   ☐ Visa   ☐ Cheque   ☐ Money Order

☐ Cash (at meetings only)   ☐ *Receipt required*

Card Number ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Expiry Date:

Name on cheque or card:

Signature:

Membership Number:

Amount:

(Office Use Only) Receipt Number:

Date:

To assist the Commitee provide activities and services to suit the needs of the majority of members, would you please supply the following data, which will be treated as confidential:

Occupation: _____   System type and size: _____

Peripherals:

Age Group (please circle):   Under 16   16–25   26–35   36–45   46–55   56–65   Over 65

Special Interests (please circle):   Apple IIgs   Macintosh   Beginner   Advanced   Adventure   CP/M   Medfly   Bulletin–Board
Youth   Software   Maths   Professional Users' Group   Other (please specify):

Discount Corner

Each month this list will consist of those organisations or companies who offer AUSOM Inc. members a discount on their products or services

Collins Booksellers (Technical & Academic Centre), 401 Swanson Street, Melbourne. Offer 10% discount on computer books on production of current AUSOM membership card.

Logical Connections, P.O. Box 503, Eltham, Victoria, 3095. (03) 439 6876; (03) 386 1482; (03) 51 4526 Computer Hardware and Software Suppliers. Offer 10% (at least), to AUSOM members, on all products distributed by Imagineering and Dataflow and 5% on all Applied Engineering Cards including: RamFactor, GS RAM and Z-Ram Ultra.

McGills Authorised Newsagency Pty. Ltd., 187 Elizabeth Street, Melbourne. 602 5566. Offer 10% discount on all computer books, current membership card must be shown.

Stephen Conte, 12 Acheson Place, Coburg, 3058. (03) 354 2611, who is the manufacturer of the SIT RIGHT™ Chair will give a discount of $15 to AUSOM members.

Sunlight Software, 10 Sunlight Crescent, East Brighton, Vic., 3187. (03) 592 3450, will give a discount to AUSOM members, ring for prices.

Technical Book and Magazine Co. Pty. Ltd., 295 Swanston Street, Melbourne. 663 3951. Offer 10% discount on all computer books, current membership card must be shown.

Words and Facts, Suite 1, 22 Glen Eira Road, Ripponlea 3185. (03) 531 4933. Offer 10% discount on: • General and mathematical word processing; • graphic design and desktop publishing; • writing/editing of manuals and training materials; • testing and review of developed software.

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Apple Users Society of Melbourne Newsletter

Production Information

For those who are interested in the technical details of the production of AUSOM News, we provide the following information:

Hardware

Produced on a Macintosh IIci with 8 Mb RAM and 105 Mb hard disk. Typeset on an Apple LaserWriter Plus. No manual paste-up was required, apart from some ads.

Software

Initial editing of articles done with with Microsoft® Word Version 4 and some custom-written software ("Editor Tools", available on AUSOM disk 91.04). Page layout by Aldus PageMaker® Version 4.0. Illustrations manipulated by DeskPaint™ 2.0, DeskDraw™. Other utility software used frequently: Suitcase II™, QuicKeys™, Adobe Type Manager™.

Typefaces

Body text and headings set in ITC Garamond® Light. Body text set at 9.5 points. Headings set at 50 points. Subheadings set at 14 points. Various other typefaces used in small quantities.

Mechanical Dimensions

Printed on A4 paper (some trimming takes place after stapling). Dimensions set in PageMaker as follows:
- Top margin: 15 mm
- Bottom margin 20 mm
- Inside margin 14 mm
- Outside margin 24 mm
- 3 columns
- Space between columns: 5 mm

We would greatly appreciate if advertisers and other contributors who provide full-page artwork to use the above dimensions to avoid time consuming resizing of pages.

Illustrations

Many of the illustrations in this magazine are EPS (Encapsulated PostScript) format images from:
- "ClickArt™ EPS Illustrations" by T/Maker Co.
- Images with Impact!™ —"Graphics and Symbols 1" , "Business 1" and "Accents & Borders 1" by 3G Graphics.
- Adobe ® Collector's edition, Volumes 1 and 2.
- "Cliptures"™, Volumes 1 and 2, by Dream Maker Software.
- Digit-Art Volumes 1 to 20 (CD ROM) from Image Club Graphics.
- OzArt™ from Ideal Images.

Custom illustrations were produced with Adobe Illustrator™ 3 from Adobe Systems Incorporated.

Some logos on the Business Card Ads pages scanned by Supertype of 13 Florence Street, Burwood 3125.

Apple logo

Apple, and the Apple logo are registered trademarks of Apple Computer Inc.

People

Magazine edited by Nick Gammon. Editorial assistance provided by Helen Gammon. Centre four pages (Professional Users Group SIG insert) edited by Michael Stringer.

Printing

Magazine printed and bound from the original copy produced on the LaserWriter Plus by Bookaburra Printing, 99 Waverley Road, East Malvern.

Original Copies

All software described above is an original copy (not pirated). AUSOM does not condone the unauthorised copying of proprietary software.

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July 6th meeting activities

(Please check notice boards on the day of the meeting for last-minute changes to this timetable)

Time	Activity	Room
	Main Meetings	
1:15 —	Main Meeting	Theatre 1
— 1:50	Questions and Answers	Theatre 1
	Special Interest Groups	
2:05 — 5:00	Youth & Adventure	M215
3:05 — 5:00	Professional Users' Group (P.U.G.)	Theatre 2
4:05 — 5:00	Communications & The A.U.S.O.M. B.B.S.	E108
	Apple // Interest Groups	
2:05 — 2:50	The Blind leading the Blind	M210
3:05 — 3:50	Apple II Machine Language Programming S.I.G.	M205
	Apple IIgs Interest Groups	
2:05 — 2:55	Apple IIgs Users	1
3:05 — 3:55	Apple IIgs Programmers	1
3:05 — 3:55	Apple IIgs Beginners	M203
	Macintosh Interest Groups	
2:05 — 2:55	MacForum	E108
3:05 — 3:50	Macintosh Beginners	E108
3:05 — 3:55	Macintosh Programming	M201
	Other Services	
1:30 — 4:45	Trade Sales	MG05
1:30 — 4:45	Apple // Software library	Foyer
1:30 — 4:45	Apple IIgs Software library	Foyer
1:30 — 4:45	Book and Magazine library	MG05A
1:30 — 4:45	Macintosh Software library	Foyer
1:30 — 4:45	Membership Enrollment and Renewal	Foyer
1:30 — 4:45	Premium BBS Enrolment	Foyer
1:30 — 4:45	Refreshments	Airlock
3:05 — 3:50	Beagle Buddy	M210

Please do not hesitate to contact James Clough on (03) 592-3450 or jajc@ee.mu.oz.au with any enquiries or suggestions.

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            9          F/D
         10            M
         Ground Floor
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        11    15  14  13  12
            Second Floor
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1 Main Meeting
   Question and Answer
   Apple IIGS Users
   IIGS Programmers
2 Professional Users Group
3 Refreshments
4 Macintosh Software
5 Apple II Software
6 Apple IIGS Software
7 Membership
8 Premium BBS Enrolment
9 Traders
10 Book and Magazine Library
11 Beagle Buddy
   BUGM & CP/M
   The Blind Leading the Blind
12 Mac Programmers
13 MacForum
14 Youth and Adventure
15 Mac Beginners
F/M/D Toilets

Meetings:
Are held in the Lecture Theatres
at Victoria College, Burwood
Highway, Burwood
(Melway, Map 61, B6)
on the first Saturday of each
month, except January,
at 1:15pm.

City

2
3   4
       5
       6
       7
       8
Foyer

Main
Lecture
Theatre
1

Car Park

Another Bookaburra — (03) 572 1607